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HARRIS

Automation Solutions

Air Client

Reference Guide

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TRADEMARKS

Table of Contents

Contents

Transmission List Window

4-1

Contents

Compile List Window   5-1

Resources   6-1

Contents

1 Introduction

This reference guide describes the functionality of the Air Client workstation version 1.7.

It requires familiarity with the basic functions and operations of Microsoft Windows. If you are not familiar with this operating system, consult the manual that came with it.

Functional Overview

The Air Client workstation is a client on the Harris Network. It allows you to edit and create playlists with secondary events and transition effects for broadcast. Device status and device storage windows can be used as resources for creating playlists and allow you to control devices connected to the network.

Air Client provides integrated control of broadcast devices, such as cart machines, VTRs, still stores, character generators, master control switchers and video disk servers.

Air Client also provides automated playout. Each event in a playlist will play at its start times without operator intervention. In problematic situations, operators may intervene at anytime to change playlists and control devices using the mouse, keyboard and hardware control panel.

Other features of Air Client include:

◆ Customizable as-run and error logging.

◆ Create playlists with customizable transition effects and secondary events.

◆ Control playlists with an LCP-20 hardware control panel.

◆ Compile events on a single tape.

◆ Transfer active spots from a library cart machine or archive device into a video cache.

What's In This Guide

Chapter 2, Getting Started. Describes how to start using Air Client. Covered topics include connecting Air Client to a server and authenticating the Air Client workstation. It also provides an overview of the Air Client desktop.

Chapter 3, Playlists and Events. Provides a reference to the basic information you need to know to use Air Client effectively. Covers primary events and types, as well as secondary events. Transition effects and traffic lists are also covered.

Chapter 4, Transmission List Window. Describes how to air playlists using a transmission list window. Discusses the functions of the software and hardware control panels, as well as how Air Client validates events in a playlist.

Chapter 5, Compile List Window. Describes how to compile playlist events onto a single tape using the compiler feature.

Chapter 6, Resources. Use Air Client's resources, the database and device storage and device status windows, to build playlists and validate event information.

Typesetting Conventions

The following typographic conventions are used in this manual:

◆ Courier indicates text that is entered by the user.

◆ Brackets [ ] indicate a required parameter of a command line.

◆ Braces { } indicate an optional parameter of a command line.

Introduction

Harris Network Overview

A typical network configuration is illustrated below. Facility configuration and device availability may vary.

Figure 1-1   Typical Harris Network Configuration

Harris Network Overview

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

2 Getting Started

This chapter describes Air Client properties definitions, user authentication functions and the procedures for accessing servers and playlists. It also familiarizes you with the Air Client desktop.

Defining Client Properties

Before launching Air Client, you should create a shortcut and specify parameters in the shortcut target, such as the file path to the application, the client name and the server name. Optionally, you can specify parameters that include the backup server name, the maximum length of a material's name and title and the platform the server is running on. Following are examples of shortcut paths for an NT and DOS server and an extended database with an NT server:

NT Server	`C:\Aclnt32\Aclnt32.exe AirClient1 MAIN /nt`
DOS Server	`C:\Aclnt32\Aclnt32.exe AirClient1 MAIN`
Extended Database with an NT Server	`C:\Aclnt32\Aclnt32.exe AirClient1 MAIN IDLEN=32 TITLELEN=32 /nt`

Figure 2-1   **Shortcut path examples**

To create a shortcut, perform these tasks:

1. Right-click the Windows task bar and click Properties.
2. Click the Start Menu Programs tab and click the Advanced... button.
3. In Windows Explorer, locate Air Client.
4. Place a shortcut of the Air Client application on the desktop.

To define properties, perform these tasks:

1. Right-click the Air Client shortcut and click Properties.
2. Click the Shortcut tab. The Target: field should contain a path following this format:

```
[file path] [client name] [server name] [backup name] {material ID length}
{material title length} {platform}
```

Figure 2-2   **Target: field shortcut path parameters**

Following is a description of each required parameter:

[file path]	The file path of the Air Client application is the path the shortcut follows to launch Air Client. This is defined for you when you create a shortcut.
[client name]	Specify the name of the client, using no more than eight characters. Each client must have a unique name on the network.
[server name]	Specify the name of the server to connect to when launching.
[backup name]	Specify a backup server to connect to in the event the main server fails.

Following is a description of each optional parameter:

{material ID length}	If the material ID contains more than eight characters, use the idlen parameter to specify the maximum number of characters (up to 32) the ID can contain. For example, idlen=24. This is only available when using the extended database.
{material title length}	The titlelen parameter allows you to specify the maximum number of characters (up to 32) for the material title, if the title contains more than 16 characters. For example, titlelen=32. This is only available when using the extended database.
{platform}	If the server you are connecting to runs Microsoft Windows NT, enter /nt or \nt.

To launch Air Client, double-click the Air Client shortcut on the desktop or point to Air Client on the Start menu and click the Air Client application.

Air Client User Authentication

When Air Client is launched, enter your username and password in the User Name: and User Password: fields in the Login dialog box. Usernames and passwords are created by the system administrator using the Harris Windows Security Administration Tool.

Admin is not assigned a password because it is commonly used in broadcast facilities as the access name for multiple users. To prevent unauthorized access to the Air Client workstation, a system administrator should assign an administrator password for this account.

NOTE   If the username field contains the username Default, the privileges assigned to the Default account are used. At facilities where the security administration tool is used, this account may be configured to limit access to certain Air Client functions. The original settings for Default include no privileges.

Some Air Client features, such as configuration options for transmission list windows, will not be available to all users if security is used.

Assigning an Administrator Password

To assign a new password to the Admin username, click Set Password... on the Properties menu.

Enter the current password to change it. ➤

Enter a new password in this field. ◄

Verify the new password by entering it in this field. ➤
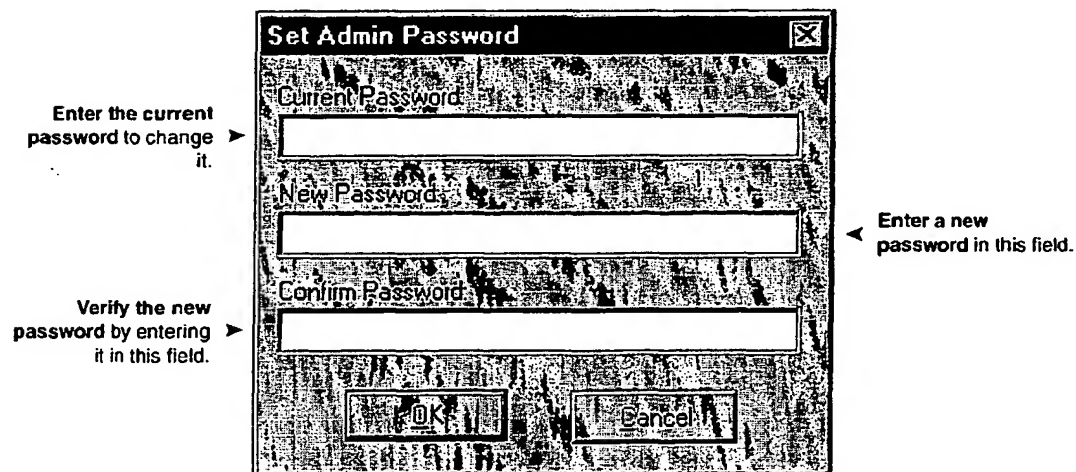
Figure 2-3   Set Admin Password dialog box

In the Set Admin Password dialog box, perform the following tasks:

1. Enter your password in the Current Password: field.
2. In the New Password: field, enter a new password.
3. Verify your new password by entering it in the Confirm Password: field.

   If the password you entered in the New Password: and Confirm Password: fields do not match, reenter them.

Logout and In-Session Authentication

End Air Client sessions by clicking Change User on the File menu, then clicking the Logout button.

If a system administrator has setup multiple users to use the Air Client workstation, other users can login from the Change User dialog box.

Configuring Multiple Device Server Connections

You can configure Air Client to connect to up to eight device servers on the network.

NOTE   Multiple server login (multiserver login) is only available to customers who have purchased it. Clients supporting this feature will have a Servers menu on the Air Client desktop.

Open the Edit Available Servers dialog box by clicking Available Servers... on the Servers menu.

Available Servers: field. displays servers ➤ you can connect to.

Edit... the Server Name. Click a server and use this button to ◄ change its name.

◄ **Add a server** to the Available Servers: field.

▲
Remove a server from the Available Servers: field.
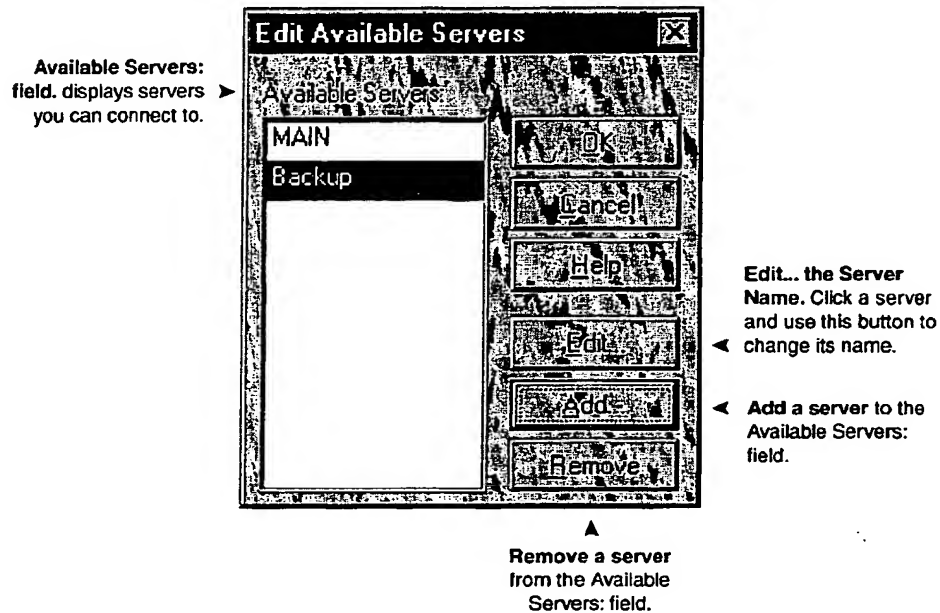
Figure 2-4   Edit Available Servers dialog box

The Edit Available Server dialog box displays the servers Air Client can connect to.

Adding a Server

To connect Air Client to a server not specified in the Target: field of the shortcut properties, as described in "Defining Client Properties" on page 2-1, perform the following tasks:

1. Click the Add... button.
2. In the Add Server dialog box, enter the name of the server in the Enter Server Name: field.

    The name of the server cannot exceed 15 characters.

The server is added to the Available Servers: field in the Edit Available Servers dialog box.

Removing a Server

To make a device server unavailable to Air Client, click the server in the Available Servers: field and click the Remove button.

Connecting to a Server

To connect to a server available to Air Client, click Connect... on the Servers menu.

Available Servers Field. Choose a ➤ server to connect to.
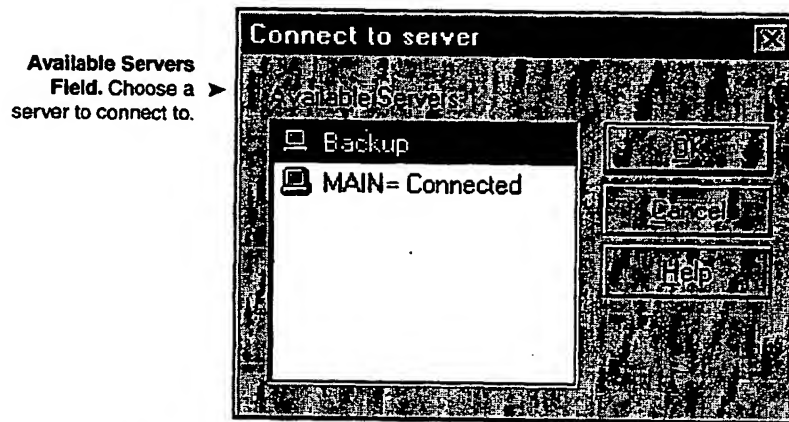
Figure 2-5   **Connect to server dialog box**

In the Connect to server dialog box, click the server in the Available Servers: field, then click OK. The maximum number of servers Air Client can connect to is eight.

Disconnecting from a Server

To remove access to transmission lists and device storage and device status windows on a server connected to Air Client, disconnect from the server by clicking a server, then clicking Disconnect... on the Servers menu.

Air Client Desktop

Using Air Client requires familiarity with the major components of the Air Client desktop. The major components are the playlist, transmission list, database, device status, device storage windows and the switcher.

Device Status
Window
▼

Playlist Window ▶

Transmission List
Window ▶

Database Window ▶
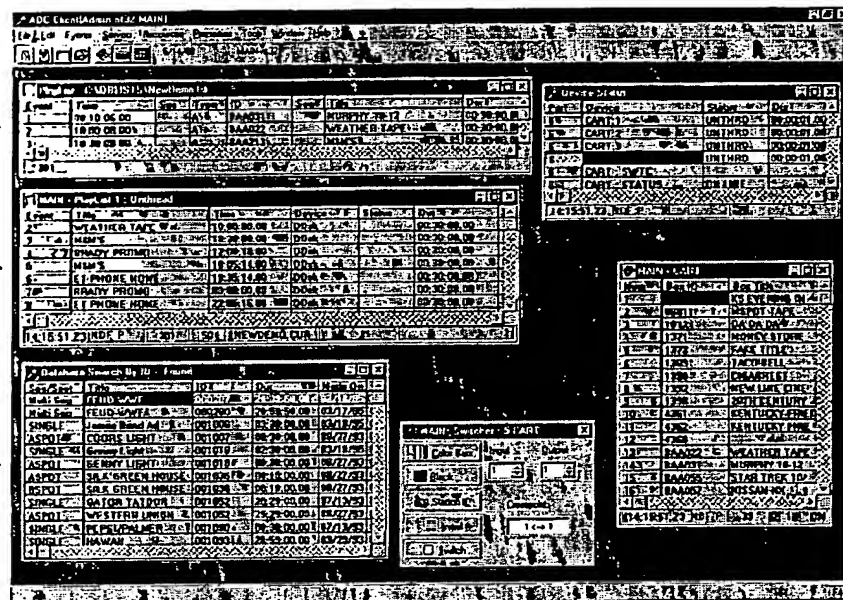
▲   ▲
Switcher Control   Device Storage
Panel   Window

Figure 2-6   Air Client desktop

These components provide access to the core functionality of Air Client. In the following chapters, each component is described in more detail.

Configuring Desktop Display

To change the color of the desktop background or apply wallpaper to it, perform these tasks:

1. Click Desktop... on the Properties menu.
2. In the Background area of the Desktop Properties dialog box, click the Color: button and choose a new background color from the palette.
3. Or, use the Windows standard Wallpaper area to apply wallpaper to the background.

Saving the Desktop

Window configuration can be saved by clicking Save Desktop on the Properties menu. Using this option ensures window configuration appears exactly as saved every time Air Client is launched.

Clearing Error Messages from Desktop

Any error messages displayed in the status bar of the Air Client desktop can be cleared by pressing F4, or clicking the F4 button shown in Figure 2-6, "Air Client desktop" on page 2-7.

If there is more than one error message, the next message displayed after the previous one is also cleared using F4. The last error message displays in black, instead of red, after pressing F4. To remove this message from the desktop, click Clear Errors on the File menu.

2-8

Displaying Errors

To simultaneously view all Air Client errors in a separate window, click Display Errors on the File menu. From the Choose Server dialog box, click a server whose errors you want to view and click OK. An Error Log window displays all errors occurring for the server you selected.
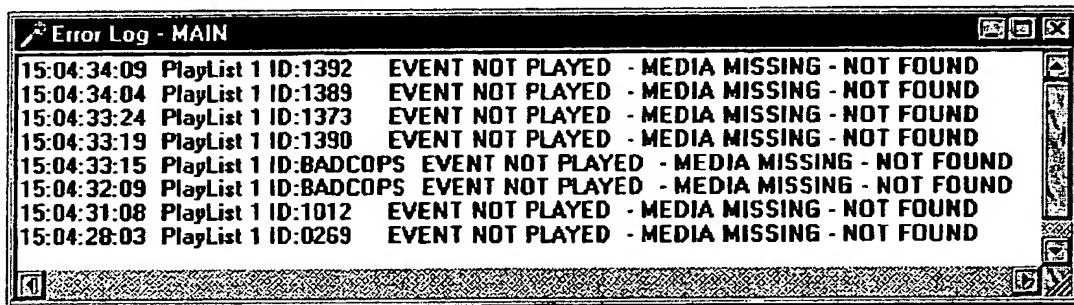
Figure 2-7   Error Log window

To view error logs saved as text files, click Open Text... on the File menu and choose a file you want to view.

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

Configuring Error Reporting

You can configure the way errors are reported in the error window. Click Errors... on the Properties menu to open the Error Configuration dialog box, then choose a transmission list from the server from the Choose Server dialog box and click OK.

NOTE   Error log files are named the same, regardless of which server originated the file. If you are using multiple servers, you need to specify different directories for each server so that the error logs do not overwrite each other.
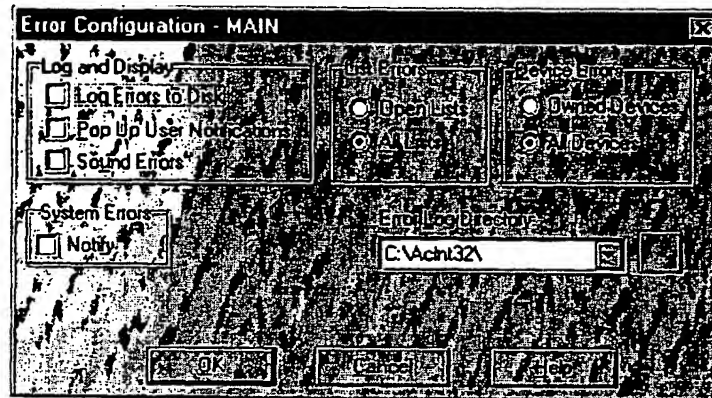
Figure 2-8   Error Configuration dialog box

The Log and Display area of the Error Configuration dialog box allows you to configure error logging and user notification options. Following is a description of each option in that area:

◆   **Log Errors to Disk.** When enabled, all errors will be written to a file in a directory specified by the Error Log Directory: field.

◆   **Pop Up User Notifications.** When running certain types of cart machines in manual mode, you may be prompted for manual interaction.

◆   **Sound Errors.** Plays an alert sound, or exclamation, when errors occur. It repeats until the error is acknowledged using F4. The exclamation sound plays every one second, so a sound with a duration greater than one second will be clipped.

Using the Windows Sounds control panel, you can map .WAV files to specific occurrences in Air Client. The occurrences that sounds can be associated with are:

Asterisk	Used when the client successfully connects to the server.
Critical Stop	Used if the client fails to connect to the server.
Exclamation	Used for the Sound Errors function, as previously described.
Default Beep	Used when the list is unable to change its focus.

Other options include:

◆ Notify. When checked, system errors display alert dialog boxes. System errors include the loss of reference video or timecode on the server.

◆ Open Lists. Shows list errors only when a transmission list is open.

◆ All Lists. Displays all list errors even if no transmission lists are open.

◆ Owned Devices. Shows device errors only when the transmission list that controls the device is open.

◆ All Devices. Displays all device errors even if the transmission list that controls the device is not open.

Click the Browse button (...) to specify the directory the error logs will be written to.

Keyboard Shortcuts

Following is a list of keyboard shortcuts of Air Client; all standard Windows keyboard shortcuts, such as CTRL + P for printing, also apply to Air Client:

CTRL + N	Create a new playlist.
CTRL + O	Open an existing playlist.
CTRL + S	Save a playlist.
CTRL + I	Find an ID in the database.

CTRL + A	Show all secondary events.
CTRL + T	Display secondary events as icons.
CTRL + E	Display secondary events represented as icons as lines.
ALT + T	Thread (Transmission List Window)
ALT + U	Unthread (Transmission List Window)
ALT + C	Recue (Transmission List Window)
ALT + R	Revise
ALT + Q	Cancel
Insert Key	Insert a primary event
Shift + Insert Key	Insert secondary event
ALT + O	Toggle Hard Start
ALT + M	Ripple Time
F8	Toggle Lookahead (Transmission List Window)
F7	On-Air Focus (Transmission List Window)
F4	Acknowledge Air Client error

Speed Buttons

Air Client features buttons which can be used to access frequently used commands. Following is a description of each button:

Creates a new playlist.

Opens an existing playlist.

Opens a transmission list window.

Appends a playlist to a transmission list.

Opens a device status window.

Opens a device storage window.

Opens a switcher control panel.

Air Client Desktop

3 Playlists and Events

The functions described in this chapter apply to playlists displayed in either a playlist or transmission window. When a playlist is loaded into a transmission list window, it is called a transmission list. Familiarity with playlists and events is essential to use Air Client effectively.

Playlists are files that contain events to play, record or compile. An event contains information, such as start time, event type, material identification (ID), title, segment number, duration, start of message and channel output. They can be created and stored locally at the Air Client workstation or translated from traffic schedules. They can also be stored on the ADC-100 file server and are available to all operators on the system for viewing and editing.

Playlist Window

Use playlist windows to create and edit playlists. To open an existing playlist in a playlist window, click Open PlayList... on the File menu. The default playlist file directory is the same directory where the Air Client application resides. From the Open/Save dialog box, open a playlist file. Playlist filenames use a .LST extension.

Event Fields are
displayed in columns.

Secondary Event represented as an icon. ➤

Secondary Event ➤ represented as a line in the playlist.

Figure 3-1   PlayList window

To change the directory where playlist files are stored and retrieved, perform these tasks:

1. Click Environment... on the Properties menu.
2. On the Environment Options dialog box, click the List Directories tab.
3. Enter a new file path in the Play List: field.

To open a new playlist in a playlist window, click New PlayList... on the File menu.

Revise Mode allows
you to edit fields of an
event.

▼

New Primary Event
inserted into a playlist. ➤

Figure 3-2   New playlist window

Using this window, you can create a new playlist by inserting events, as described in "Inserting Primary Events" on page 3-7.

A playlist window lists events vertically and the event data fields are listed horizontally and grouped in columns. A description of each event data field column follows:

◆   Event. This is the number, or position, of the event in the playlist. The number is automatically generated by Air Client.

◆   Time. The time primary events are scheduled to play, or offsets for secondary events. Time is entered in the format hh:mm:ss.ff, where hh=hours, mm=minutes, ss=seconds and ff=frames. For primary events, a value is entered when the event uses a hard start. For secondary events, a value is entered to indicate the offsets from the start time of the associated primary event.

◆   Sec. This uneditable column displays codes that represent effect types or special secondary events. The codes are:

sAV   Secondary Audio/Video

bAV	Back Timed A/V
sGPI	GPI Contact
bGPI	Secondary Back Timed GPI
sKey	Keyer On/Off
sTKY	Transition Key
sAOV	Audio Over On/Off
sTAO	Transition Audio Over
Break	Break event; no symbol is displayed.
Comment	Operator comments.
cmID	Compile ID
sDAT	Data
sBAR	Barter Spot
sRSW	Record Switcher
sSRC	Switcher Crosspoint
sREC	Secondary Record
sSYN	Break Sync
sSYS	Secondary System
vDT	Secondary A/V Event with Data
sDAT	Secondary Data Event with Data
bSYS	Back Timed System

◆ Type. One or more event types can be entered for each event. In the playlist, enter the symbol for the primary event types.

The event type controls how the automation system will execute that event. The event type, A, is the default when an event is inserted, which is a play, thread and switch event; however, you can play an event without switching or threading, or you can just have an event switch without threading or

playing by changing the type value. For more information on event types, refer to "Event Type Field Values" on page 3-5.

- ◆ ID. The ID of the event which uniquely identifies a piece of material or action for the event. The maximum length of an ID is determined by the configuration of the Air Client workstation, as described in "Defining Client Properties" on page 2-1.

- ◆ Seg. The segment number of the event, ranging from 1 to 99, if the material has multiple segments.

- ◆ Title. The title of the event. The maximum length of a title is determined by the configuration of the Air Client workstation, as described in "Defining Client Properties" on page 2-1.

- ◆ Dur. The duration of the event. Duration is entered in the format hh:mm:ss.ff, where hh=hours, mm=minutes, ss=seconds and ff=frames.

- ◆ Ch. The channel, or switching path, an event plays or records on. The values are A, B, C or D. The default is A. When the Ch field is blank, the channel is A.

- ◆ SOM. The start of material for an event. This is the timecode location of the first frame of video to be seen on-air for an event. Use the format hh:mm:ss.ff, where hh=hours, mm=minutes, ss=seconds and ff=frames.

- ◆ E. Displays the transition effect type for an event. For information about transition effects, refer to "Transition Effects" on page 3-27.

- ◆ S. Displays the transition effect speed for an event. Values are S for slow, M for medium and F for fast.

- ◆ Qual. Displays the video quality of a spot or program. The specific quality grades indicated in this field are OK, Marginal or Do Not Air. A, B, C or D quality are arbitrary grades to which the user may assign values. For example, A may represent to-air quality and D may represent draft quality. This field is for reference only and does not affect the automation system.

- ◆ #. Displays the source input number used in Keyer or Audio Over secondary events. For information about secondary keyer and audio over events, refer to "Keyer On/Off" on page 3-17 and "Audio Over On/Off" on page 3-19, respectively.

- ◆ %. Displays the audio over ratio value as a percentage and is used for audio over events only. For information about audio over events, refer to "Transition Audio Over" on page 3-20.

- ◆ Compile ID. Displays the ID of the tape whose media has been compiled onto a compile reel.

- ◆ Compile SOM. Displays the SOM of the compile ID on the compile reel.

- ◆ ABOX. The primary box ID of a multispot or Odetics tape.
- ◆ ABOXSOM. The SOM of a spot on the ABOX.
- ◆ BBOX. The backup box ID of a tape containing BSPOT (multispot) material IDs.
- ◆ BBOXSOM. The SOM of a spot on the BBOX.
- ◆ sSP. The secondary switching parameter contains values depending on the event type. For primary and secondary Audio/Video events, the value is the audio modes, mono and stereo. By default, the audio mode is stereo. The value is initially set in a media prep product, such as Media Client, for the Audio Format database field. It can be modified in Air Client by clicking an event and entering S or M in the sSP field in Revise mode (ALT + R).

  For secondary key and secondary audio over events, the value ranges from 1 to 9. The number corresponds to a keyer or mixer channel number on the master control switcher.

For a description of event fields that are unique to a playlist in a transmission list window, refer to "Event Data Fields" on page 4-2.

Primary Events

Primary events, such as programs and commercials, constitute the majority of a playlist's events. They may be accompanied by secondary events, as described in "Secondary Events" on page 3-12, and transition effects, as described in "Transition Effects" on page 3-27.

Event Type Field Values

There are several event types you can use to indicate how an event is played. For example, if you just want an event to play without switching or threading, you would choose Play (P) as the primary event type. The primary event types are described below:

- ◆ Play (P). An event will play without switching or threading.
- ◆ Switch (S). An event will switch without threading or playing.
- ◆ Thread (T). An event will thread without switching or playing.
- ◆ Auto (A). An event will switch, play and thread. Auto is the default setting for most primary events. Alternatively, a PT (play and thread) can be used to play and thread, but not switch.

◆ **Record (R).** A record event initiates recording on a device at the time specified in the event's time field.

◆ **Timed (O).** Denotes that the event is a hard start event which automatically threads and plays at the time specified in the event's Time field.

◆ **Upcounting (U).** Use an upcount event for an event of unknown duration, such as a sporting event or any other live broadcast. During playout, the event's duration will count down to 00:00:00.00 and then will count back up. This repeats until terminated by either pressing Play or Skip on the control panel or a contact start is reached. The next event will play normally. Up counters only work on events played from Switch Only devices.

◆ **Manual Start (M).** Use a manual start event to provide the equivalent of a break event during the transmission of a playlist. When playing, a list will stop when it reaches a manual start event. Click Play on the control panel.

◆ **Exception (X).** This is a customized primary event in configurations that have a primary program channel and regional feeds to play different commercials to different regions. Exception events are different on a regional feed from those played on the primary program channel. X is only used on a compile tape.

◆ **Time to Next (N).** Enter a letter N in the type field (next to A or AU) to provide a countdown to the event's start time. This is used primarily on live events so an operator can give an accurate countback from a break back into a live event, such as a newscast.

◆ **Deadroll (D).** A deadroll event hard starts at a specific time while the list plays. The deadroll event plays, but does not switch, for its duration and then stops.

◆ **Audio/Video Breakaway (AV, AI, AVJ, AIJ).** A primary event or a secondary audio/video event can be run and cause the switcher to perform an audio/video breakaway. AV is an event type that performs a video breakaway. AI performs audio breakaways. To rejoin the secondary audio/video breakaway to the primary audio/video input when it finishes playing, edit the event type to AVJ or AIJ.

A breakaway event can occur at the beginning, within and the end of its associated primary event. When used at the beginning or end, the primary event type is set to A; the secondary event type is set to AV or AI. If the duration of the secondary event is less than the primary event, add a J to supply the audio and video from the primary event. When used within a primary event, the secondary event type is set to AVJ or AIJ.

NOTE   Only one breakaway can be assigned to a primary event to avoid an overlap in time. You cannot breakaway audio and then breakaway video until the video is rejoined. Also, you cannot breakaway video and then breakaway audio until the audio is rejoined.

Inserting Primary Events

You can insert events in a playlist using two methods:

◆ Manually. You can type event data directly into a playlist.

◆ Move events to the playlist. You can move records from the database or spots from a device storage window directly into a playlist, via drag-and-drop or copy-and-paste.

This section discusses how to manually insert primary events. For more information on moving events to a playlist from other windows, refer to "Moving Events to a Playlist" on page 3-26.

To manually add a primary event to a new or existing playlist, perform the following tasks:

1. Click an event in the playlist after which you want to insert a primary event.
2. To add a primary event to the playlist, click Insert Primary on the Events menu or press the Insert key.

   When inserting a primary event in a playlist, Air Client switches to Revise mode, allowing you to edit field data for the event. You can also click an existing event and click Revise on the Events menu, or press ALT + R, to edit it.
3. Specify a spot by entering its ID number in the ID field and press Enter.

When an ID is entered, it is checked against its record in the database. If the ID is not found, the remaining fields are checked and their values may be changed or left as is according to list options configured in the Environment dialog box, as described in "Configuring Automatic Event Validation" on page 3-9.

Valid ID List   You can create a list of frequently used, switch-only IDs that are not in the database, yet are valid. Air Client can be configured to validate IDs against this list by clicking the Check IDs Against Valid ID List button on the List Options tab in the Environment... dialog box (accessible on the Properties menu). By putting IDs in the Valid ID list, Air Client will not generate a warning when editing IDs not in the database.

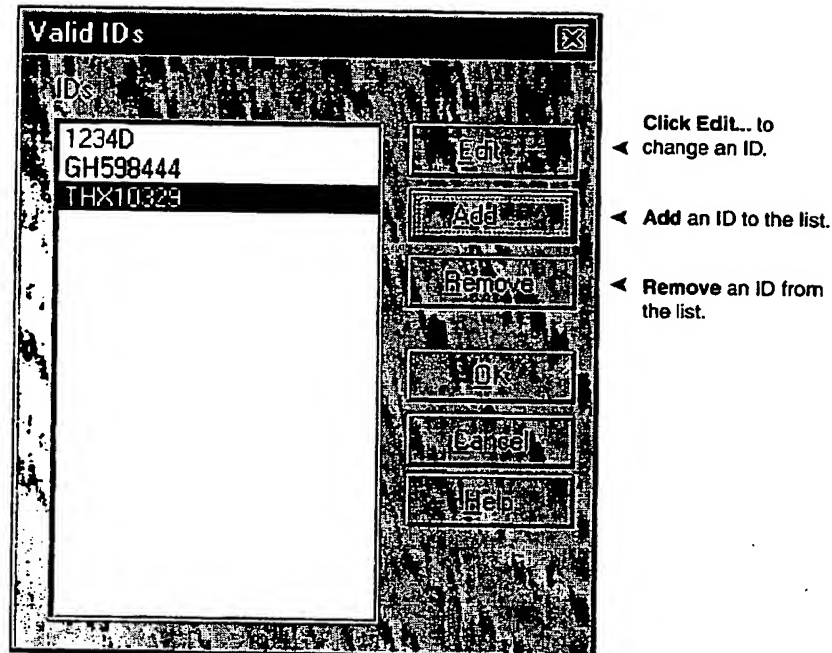To open the valid ID list, click Valid IDs on the Properties menu.

Figure 3-3   Valid IDs dialog box

Use the Valid IDs dialog box to perform the following tasks:

◆ To add an ID, click the Add... button on the Valid IDs dialog box. Enter a new ID in the Enter ID field of the ID dialog box.

◆ You can remove an ID by clicking it in the IDs field, then clicking the Remove button.

◆ To edit an ID, click it and then click the Edit... button. Enter a new ID to replace the current one.

Configuring Automatic Event Validation

To configure how a playlist processes field information when an ID is entered or a list is loaded or validated, click Environment... on the Properties menu, then click the List Options tab. Following is a description of each option:

◆ **Adjust Durations When SOM Changes.** This option adjusts the duration of an event according to changes made to an event's SOM. If the SOM is increased, the duration is decreased by an equal amount, for example. Or, if the SOM is decreased, the duration is increased by an equal amount. This ensures that the event will not play beyond its EOM time.

◆ **Update Events with Valid SOMs.** This option changes all events' SOMs according to their records in the database when they are entered into a playlist. It will overwrite any events' specified SOMs that differ from their database records.

Optionally, events without specified SOMs can be assigned SOMs according to their records in the database by clicking Verify List Against DB on the Events menu. To verify one event, or a range of events, select the event and click Verify Event Against DB on the Events menu.

◆ **Check IDs Against Valid ID List.** When checked, an ID entered into a playlist not located in the database will be checked against the Valid IDs list. Otherwise, an error dialog box opens when an ID is entered but not found in the Valid ID list if the Notify When ID Not Found option is enabled.

◆ **Use List Durations.** This option uses the durations of events in the playlist, not the database. Otherwise, durations specified in the database are used.

◆ **Title Mismatch.** A title mismatch occurs when the value of an event's title field does not match the event's record in the database.

To create a title mismatch file, click the Title Mismatch button. A title mismatch file is a list of IDs whose titles in the playlist differ from those in the database.

◆ **Duration Mismatch.** When checked, the system will create a Duration Mismatch file listing events that have a duration that does not match the ID's duration in the database within the specified number of frames in the Max. Frame Difference field.
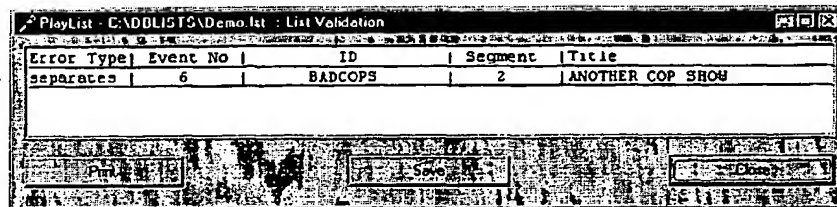
Maximum Frame Difference. If the difference between an event's Dur time and its record's Dur time exceeds the frame value specified in the Max. frame difference: field, the event will be logged in the mismatch file.

◆ **Clear Reconcilation Keys on Edit.** When this option is checked, editing events will remove the reconciliation key, if any, from those that have been edited to change the ID.

◆ **Clear Fields When ID Not Found.** Click this button to clear the title and SOM fields when an ID is entered but not found in either the database. The duration will default to 30 seconds. This prevents events from containing the wrong SOMs and DURs when an event's ID is edited and is not found in the database. Otherwise, when an ID is changed and does not match an ID in the database, the fields do not clear.

◆ **Notify When Database Fails.** When an ID cannot be verified in the database because of a database failure, use this option so Air Client will notify you.

◆ **Notify When ID Not Found.** When checked, a dialog box will alert you when an event ID entered into a playlist is not found in the database or the Valid IDs list. For information about valid ID lists, refer to "Valid ID List" on page 3-7.

◆ **Use List Titles.** This option uses the titles of events from a traffic list instead of the database when loaded into a playlist. If this option is not checked, titles listed in the database are used.

◆ **Warn On Edit of Playing Event.** If this option is checked, editing an event that is playing results in a dialog box notifying you that the event is playing.

◆ **Retain Segment Numbers.** When a single spot event is inserted in a playlist with a specified segment number, the segment number is removed. To disable this, select this option to retain the segment number.

List Validation

The list validation function checks events for four different errors and lists the events, and their errors, in a window. The type of errors are:

◆ The segment number is out of sequence for the same tape ID in the list, denoted with "sequence" in the error type field.

◆ The segment number is followed by same segment number for the same tape ID in the list, denoted with "sameseg" in the error type field.

◆ The segments are separated by three secondary events or less, denoted with "separates" in the error type field.

◆ The ID is followed by same ID in the list, denoted with "sameID" in the error type field.

Event with three secondary events (or less) between it and the next event. ➤

Error Type	Event No	ID	Segment	Title
separates	6	BADCOPS	2	ANOTHER COP SHOW

Figure 3-4   List Validation window

The error type for each event in a List Validation window is a warning only. All events will play.

Hard Start Events

A hard start event is an event that plays at its start time instead of when the previous event finishes playing. To change an event to a hard start event, click it, then click Toggle Hard Start on the Events menu or press ALT+O. Hard start events display the letter O in the Type field.

Inserting Multisegment Events

When inserting an event with multiple segments, you must specify which segment to insert by entering its number in the Segment field. If you do not enter a segment number, the Select Segment dialog box opens and displays all segments of the multisegment event.

Select a Segment to insert as in the ➤ **playlist.**

Seg/Spot	ID	Title	Dur	SOM	Made On
Multi Seg	000280	FEUDAWW	20:55:58.00	09:00:01:00	07/17/95
1	000280	3/19 SEG 1	00:30:09.00	09:14:07:00	03/17/95
2	000280	3/19 SEG 2	00:50:08.00	08:42:02.00	03/17/95
3	000280	3/19 SEG 3	00:20:12.00	22:23:04.00	03/17/95
4	000280	3/18 C-SEG 1	00:20:09.00	14:32:07:00	03/17/95
5	000280	3/18 C-SEG 2	00:20:08.00	03:40:10:00	03/17/95

Figure 3-5   Select Segment dialog box

Click a segment in the Select Segment dialog box, then click OK to insert it into the playlist.

Traffic-Generated Lists

Events entered in a traffic system by the traffic department are stored in an external file which can be translated into a playlist. Translating and importing this file, versus entering each event manually, avoids redundant data entry, saves time and allows the traffic department file to be edited by an Air Client operator.

To generate a playlist from an external file provided by the traffic department, perform these tasks:

1. Click Play List Translator... from the Tools menu.
2. Select a traffic file from the standard Windows open file dialog box.
3. In the Play List Directory dialog box, save the playlist file to a disk.

   The external traffic file is translated into a playlist file.

The resulting playlist's events can be imported into another playlist, as described in "Moving Events to a Playlist" on page 3-26.

Secondary Events

Secondary events are associated with the primary event above it in the playlist. Multiple secondary events can be assigned to a primary event and are played concurrently. A secondary event's time is used as an offset in relation to the primary event's time.

Inserting Secondary Events

To insert a secondary event, perform these tasks:

1. Click Insert Secondary on the Events menu to open the Secondary Events dialog box. Alternatively, press Shift + Insert to insert a secondary event.
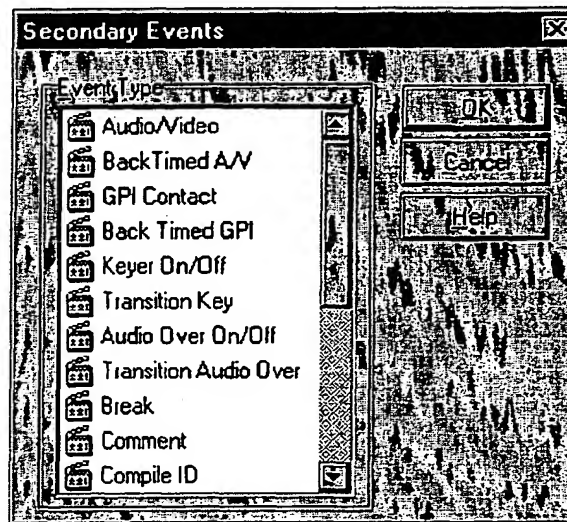
Figure 3-6   Secondary Events dialog box

2. From the Secondary Events dialog box, click a secondary event and click OK.

Secondary Event Types

You can edit the configuration parameters of some secondary events. When inserting an editable secondary event, a dialog box allows you to configure its attributes and settings.

Editable secondary events include GPI Contact, Back Timed GPI, Keyer On/Off, Transition Key, Audio Over On/Off, Transition Audio Over, External and Data Event with Data.

To open the associated dialog box of an editable secondary event already in a playlist, click the event's number, then click Edit Secondary on the Events menu.

Following is a description of each secondary event and how to configure the editable secondary events:

Audio/Video

A secondary Audio/Video event plays material, in addition to the primary event on air, for use in effects such as keys, audio overs and mixes.

When inserting a new secondary audio/video event in a playlist, play (P) and thread (T), but not auto (A), are entered into the Type field. Switching is not used for this event. The event can be used to produce the audio/video over for a key/audio over input to a master control switcher or as an audio/video breakaway.

An A/V event may be run to switch the switcher. To do this, enter an A, instead of a P or T, in the Type field. The secondary event will begin with an audio-follow-video transition. You may add a transition effect as described in "Transition Effects" on page 3-27.

Back Timed A/V

The backtimed secondary audio/video event is the same as a Secondary Audio/Video except the secondary's on-air time is the amount of time before the primary event will begin. In the event Type field, these events are inserted with types P and T (but not A). No switching is done on these events, unless this is changed. These events can be used as a key/audio over inputs to a master control switcher.

It is possible to associate a switching event with a back timed event. To do this, change the Type field to A. This event starts with an audio-follow-video transition. You may add a transition effect as described in "Transition Effects" on page 3-27.

NOTE   Backtimed events cannot be run after up-counting events.

GPI Contact   This option inserts a GPI Contact Closure secondary event to the list.
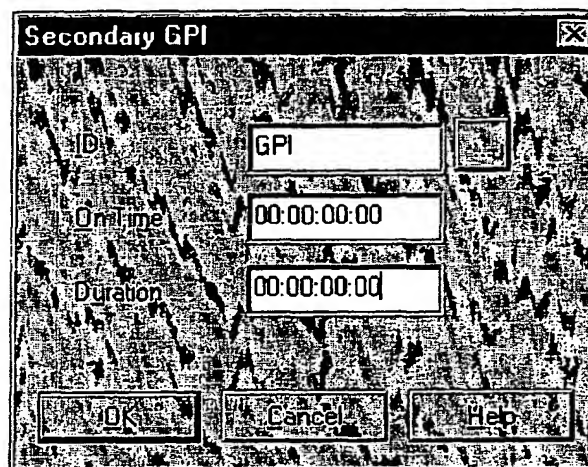
Figure 3-7   GPI Contact dialog box

For each event, an on time (offset) and duration value must be entered. An offset indicates how long after the start of the primary event the contact closure should occur. The duration value sets the duration of the pulse or length of closure of the contact. The offset is entered in the event's on-air field and duration in the DUR field. The GPI closure may be longer than the associated primary event.

The GPI event controls the contact closure on a GPI card. The Air Client workstation must have the optional GPI card. Refer to the NT server documentation for more information about GPI and switch-only device configuration.

Back Timed GPI   Backtimed GPI is similar to a standard GPI event, as described in "GPI Contact" on page 3-15, except that the offset is measured backwards in time from the start of the associated primary event. For example, a backtimed GPI event with an offset of 5 seconds fires the GPI contact 5 seconds before the start of the associated primary event. A backtimed GPI event cannot be attached to an event following a

primary upcount event. In this case, the system would not be able to calculate when to begin the GPI event.
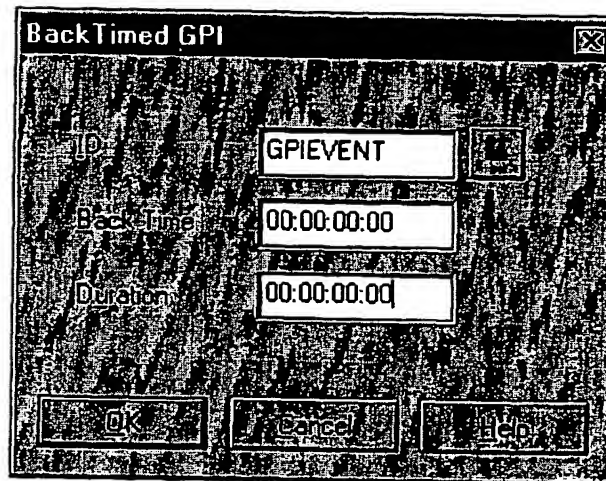
Figure 3-8   **Back Timed GPI dialog box**

In the playlist, a switch-only device's ID must be entered in the secondary event's ID field. For the duration, enter the length of time the GPI contact is closed. This value can exceed the duration of the primary event.

Keyer On/Off

This option allows you to define a secondary Keyer event in which a hole is cut in the associated primary event's video output and is filled with the output of the Keyer source.
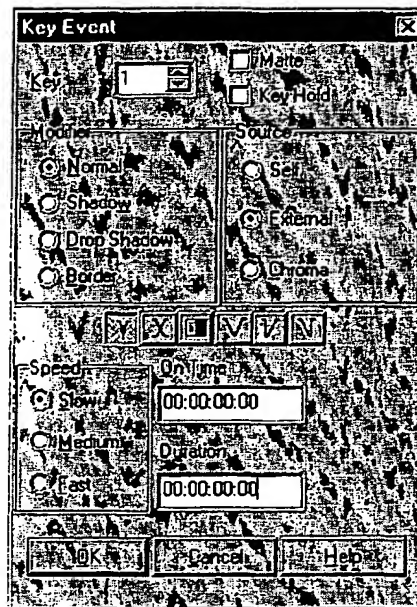
Figure 3-9   Keyer On/Off dialog box

The task performed by the key depends on the capabilities of the device you are using. This function will only be performed if the primary event's A/V Switching data is configured to use a Master Control Switcher. In this window, you can set the following parameters:

◆ Modifier. This parameter specifies how the key source is outlined. The options are normal, shadow, drop shadow and border.

◆ Source. The key fill's source. When self is selected, the fill input both cuts and fills the hole. When external is selected, the key input cuts the hole and fill input fills it in. When chroma is selected, the key is determined by the colors of the background video.

◆ **Matte.** When selected, fill input is replaced by a matte source. The matte source color is determined by the mixer controls.

◆ **Key Hold.** When selected, this option will keep the keyer on until it is either removed manually or turned off by a later transition. This is the only way to make a keyer event last longer than its primary event. For information on setting the Key Hold option on primary events, refer to "Transition Effects" on page 3-27.

◆ **On Time.** This will determine the start time of the keyer event. This option determines how long after the start of the primary event the key is overlaid. The value must be greater than 1.5 seconds or the key will arrive late.

NOTE This secondary event behaves identically to the Transition Audio Over and Transition Keyer secondary events when the value for the On Time field is blank or 00:00:00.00.

◆ **Duration.** Determines the length of time the key is overlaid. Do not specify a keyer event to turn off during the next event's preroll, as mixers are not equipped to carry out both actions concurrently. In order to have the key last as long as the primary event, make the duration field blank.

◆ **Speed and Effect.** The speed option determines the speed of the transition effect. You may also set which type of effect will run between events by using the icons located above the time fields. Effect options are cut, mix, wipe, fade fade, cut fade and fade cut.

◆ **Key.** Specifies which key source to use. Do not specify a keyer event to turn off during the next event's preroll, as mixers are not equipped to carry out both actions concurrently. Also, it is not possible to have two transitions overlapping in time; however, you can associate two keys with the same event as long as you set their on time and duration so they do not overlap.

Transition Keyer

A transition keyer secondary event is similar to Keyer On/Off, as described in "Keyer On/Off" on page 3-17, except that the keyer is brought up at the start of its associated primary event with the same transition type. This type of secondary event has a configuration dialog box similar to Keyer On/Off; however, for the transition key, the value of the offset cannot be set. It is possible to define a transition key event so it will last as long as the primary event. To do this, make the duration field blank. If the key hold option is on, the key is held over the transition in the same way as an ordinary secondary keyer event.

Audio Over On/ Off

The Audio Over secondary event is used to add another audio source over the primary audio/video source. The audio over source may replace the primary audio source or be mixed with it.

Figure 3-10 Audio Over dialog box

In order to have the secondary audio event end at the same time as its primary event, make the duration field blank. The settings for the following event are as follows:

◆ Audio Over. The number of the audio input line on the mixer.

◆ Ratio. The ratio of over audio source to primary source audio, ranging from 0 (all primary sources) to 99 (all audio over source).

◆ Speed and Effect. The Speed option determines the speed of the transition effect. You may also set which type of effect will run between events by using the icons located next to the time fields. Transition effect options are cut, mix, wipe, fade fade, cut fade and fade cut.

◆ On Time. This determines the start position of the event and how long after the start of the primary event the audio is overlaid. The value must be greater than 1.5 seconds or the event arrives late; however, you may use the Transition Audio Over to restart the audio when the primary event beings.

NOTE   This secondary event behaves identically to the Transition Audio Over and Transition Keyer secondary events when the value for the On Time field is blank or 00:00:00.00.

◆   Duration. Determines the length of time the event is overlaid.

The event is only performed if the primary event's A/V Data is configured to use a Master Control Switcher.

Transition Audio Over   Allows you to specify a secondary audio event to coincide with the primary event in the same manner as a transition keyer event, as described in "Keyer On/Off" on page 3-17. This event has a set of options that are identical to the audio over on/off secondary event, except that the ontime option is missing (the ontime for a transition audio over event is set to 0). In order to have the secondary audio event end at the same time as its primary event, make the duration field blank.

Refer to the "Audio Over On/Off" on page 3-19 for information on the dialog box associated with this function.

Break   A break may be inserted at a point on the list where you would like the list to stop running. Events will play out normally up to this event. The first event after the Break event cues up as usual, but does not play and the program switches to black. To restart a list after a break, click Play on the control panel. This list may also begin if a GPI contact input is used or if preroll is initiated on a hard start event that is next on the list.

Comment   Use this secondary event to enter notes into the playlist. Comments are ignored during transmission. Any text may be inserted into the title field of a comment.

Compile ID   This type of event is used to label a compilation list with an ID. Refer to "Compile List Window" on page 5-1 for more information.

Data Event   This type of secondary event is associated with a device but does not generate any video output. Instead, the action specified by the event is performed at the time the event would be put on air, had the event been associated with a video device.

For video disk servers, a data event is used to control and automate the deletion of spots from the server. The use of this event with video disk servers requires an accurate scheduler or traffic program. If the events are not used carefully, spots may be accidentally deleted in the video disk server. Secondary data events are

used to command serial devices requiring a simple command that does not need to run a countdown on the time of an event.

This type of secondary event attaches to a primary event that plays at the time the command is sent to the device to execute the data event command. The primary event can be any primary event for any device. The command is sent to the device whose device ID matches the event ID. As an example, the commands for the video disk server are entered in the secondary event's title. The command, Delete From Disk, is entered as DEL:XXXXXXXX:YY. X's represent the spot ID and Y's represent the optional port value. The command, Get From Archive, is entered as GFA:XXXXXXXX:YY. The command, Delete From Archive, is entered as DFA:XXXXXXXX:YY.

NOTE   This secondary event may work differently based on the device being used.

Barter Spot

Barter spot is used for reconciliation with Enterprise traffic systems. A barter spot is a source of audio/video that is part of another audio/video source. It is not played as separate audio/video, but is treated as a comment that is passed to the as run log and to the reconciliation process. This event is attached to the primary event. When the primary event finishes running it is logged to the as run log. For information on as run logs, refer to "As Run Logs" on page 4-16.

These events appear in the text as run log as Barter in the status field. In the enterprise log, they appear as BTR in the program type field. The appearance of the spots in the logs does not positively indicate the spots have run. If the primary event runs, the spots are logged; however, the spots may not have actually been on the primary material.

Record Switcher

Record switcher is a secondary event that performs extra switching for inputs. During a recording, this switches to the secondary event's source. The name of the source to switch to is entered in the title field. This name must also be in the source name table for the switcher that is supplying the video to the record device.

The event will only be performed if the primary event's device has the A/V data parameters configured to specify the switcher number that has the matching name in its source name table.

Switcher Crosspoint

This is a secondary event that performs extra switching for outputs. While an event plays, this function switches to the secondary event's source:destination. This type of secondary event allows the control of multiple crosspoints during one primary event. The name of the new source:destination is entered in the title field. Use the format SRC,DEST where SRC is the name of the source and DEST, the destination. You may enter a maximum of 16 characters for the title and the name you enter must also be defined in the switcher's device parameter field for Source Name and/or Destination Name for the switcher that is controlling the output for the primary event.

This type of event requires that the primary device have the specified switcher device configured for its switching information. If the secondary event does not specify the source (title =. DEST), the input crosspoint must be specified in the primary event's device for the secondary event to default the destination.

Secondary Record

This type of secondary event allows for the automatic recording and segmenting of live program material for immediate playback to air. Unlike most record events, this event is used in a list that combines record and playback activities. A secondary record event is attached to each primary event that is being recorded.

Break Sync

Break sync contains an estimated time of day a pod will run, a deviation time and a time for a window of opportunity for the operator to react to the event.

This event will normally be used on a list that contains only pods/breaks of commericals. The pods will be separated by either an upcount event or by this Break sync event. The pods will be triggered to run by an external contact closure (GPI) or by clicking Play on the control panel. In normal operation, a contact closure/play button is detected and the next pod on the list is played. The break sync event is marked DONE immediately. The pod will play out until either an upcount event, break sync event or the end of the list is encountered.

If the next pod has not played by the time of day specified on its break sync event, plus its deviation, the automation will send out a user notification to all automation clients. The event will then wait for the opportunity time for a client to respond to the notification. If no response is received at the end of this time, the automation will mark each event in the pod and the break sync event as being missed. It will stop marking events as missed when it encounters an upcounting event or break sync event. If the list was running an upcount event, that event will be skipped and the next upcount event will run.

During the time the automation is waiting when the break sync occurs, the user notification will be sent to all clients. One or more clients will be enabled to detect

the user notification. The enabled clients will display a dialog box prompting the operator to click OK to Delete Pod and Keep Pod.

The dialog box will be displayed only during the waiting time and will automatically close if the operator does not respond. This is the equivalent to clicking OK to Delete Pod since the list on the server will time out and mark the pod missed.

If the operator clicks Keep Pod, a message will be sent back to the server causing the server to mark the break sync event as done but will leave the pod intact waiting for the contact closure/play button. There is no other user notification for this pod. If the contact closure/play button does not occur, the time of day for the break sync event for the next pod may occur. To eliminate a potential problem, the next break sync event will be used to mark the previous pod missed. This will occur automatically at the time of day of the next break sync event minus its deviation time. When this occurs, all events before this event will be marked missed. If the automation had been running an upcount event, then this up-counter and the next up-counter before this break sync event will be terminated before this event will run.

Secondary System

This event allows the traffic system to schedule device (resource) assignment during the execution of a transmission list. Like all secondary events, this type of event is attached to a primary event. When this event type is run, it is able to move unowned device heads to the list that is running this event or release device heads in order to make them available to another list. It is up to the traffic department to schedule the assignment and release of heads so that two lists will not conflict in their usage of these heads.

This event is programmed by filling in the time, ID and title fields of the event with control information. The time field controls the time when the event will run offset from the primary event. The following event IDs act as commands to the list:

◆ Assign. Will assign the device and head(s) specified in the title field to the transmission list the event is located in. The title format is:

DEVICENAME,X[,Y]

Where DEVICENAME is the device name (5 characters) that is assigned to the device, X is the head number assigned to the list and [,Y] is the number of other heads to be assigned.

◆ Release. Will remove the device and head(s) specified in the event title field from the transmission lis the event is located in and return it back to the sys-

tem as an unowned device head. The title format is identical to the above described.

◆ **Protect.** Performs a protect assignment on the device and head(s) to the device specified in the type field. The title format is:

PROTECTNAME,DEVICENAME,X[,Y]

Where PROTECTNAME is the name of the device that is to be protected. DEVICENAME is the device name (5 characters) that is assigned to the device, X is the head number assigned to the list, and Y is the number of other heads to be assigned.

You must first have assigned the primary device heads to the list before assigning the protect heads.

A space character may be substituted for the comma in any of the title field commands.

Backtimed System

Works in the same manner as secondary system except that this event type runs prior to the primary event by the time specified in the Time field. Refer to "Secondary System" on page 3-23 for a description of this secondary event.

External

Use an External secondary event to send commands or other information to a device through a device server. This event acts as a secondary A/V event with the capability of sending commands or other information to a specific device on the device server. For more information on secondary A/V events, refer to "Audio/ Video" on page 3-14. When you insert this secondary event, a dialog box opens that prompts you for the data you want to send to a device. Normally, the dialog

box is a text editor window, shown in Figure 3-11, "Secondary External Event Text Editor" on page 3-25, but if there is a special .dll file for the device, this may vary.
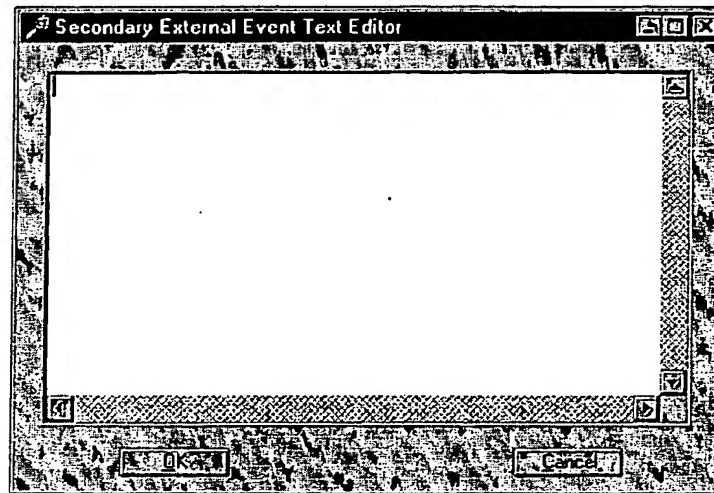
Figure 3-11   Secondary External Event Text Editor

Enter the data you want to send to a device on the network in the text editor. After clicking OK, Air Client inserts a line in the playlist or transmission window and enters into Revise mode. vDT is inserted in the Sec field. To exit Revise mode, click Revise on the Events menu or press ALT + R.

Data Event with Data

Use this event to send commands and other information to a specific device on the device server. When inserting this secondary event, use the text editor, as shown in Figure 3-11, "Secondary External Event Text Editor" on page 3-25, to enter the commands. The commands are sent to the device whose device ID matches the event ID.

After clicking OK, Air Client inserts a line in the playlist or transmission window and enters into Revise mode. sDAT is inserted in the Sec field. To exit Revise mode, click Revise on the Events menu or press ALT + R. The time in the time field is the offset from the preroll of the associated primary event. The commands are sent to the device at the offset time.

Playlist Functions

You can use a playlist window to perform functions on an entire playlist, instead of just one event at a time.

Ripple Time

Click an event you want to ripple from, then click Ripple Time on the Events menu to change the start time for the events that follow. Each successive event is offset by the duration of the previous primary event.

All events' start times will be changed until a hard start event is encountered. Hard start events will interrupt any preceeding events whose times overlap its start time. For information on hard start events, refer to "List Validation" on page 3-10.

Calculate Durations

To calculate the duration of multiple events, click an event, then hold Shift and click another event to select a range. Click Calculate Durations on the Events menu to display the total duration of the selection.

Moving Events to a Playlist

You can move records or spots from the database or device storage window, or events from one playlist to another, using drag-and-drop or the Edit menu.

NOTE You must drag an event by its event or spot number to move it to a playlist.

To move a record, spot or an event to a playlist, drag it to an event after which you want to insert it, then release the mouse button to drop it.

To move multiple records, spots or events, hold Shift and click a record, spot or event, then click-hold another record, spot or event to select a range. Drag the selection to an event in the playlist after which you want to insert it, then release the mouse button to drop it.

As an alternative to drag-and-drop, click an event, spot or record, or the range of, then click Copy on the Edit menu. Click the event in a playlist after which you want to insert the selection and click Paste on the Edit menu.

Reordering Events in a Playlist

You can change the order of an event, or multiple events, in a playlist using drag-and-drop or Cut and Paste on the Edit menu.

To change the order of an event in the playlist, drag it to another event after which you want to insert it and drop it.

NOTE   When dragging-and-dropping, all secondary events associated with primary events are moved with the primary event. This is not true when using cutting and pasting.

To reorder multiple events, hold Shift and click an event, then click-hold another event to select a range. Drag the selection to an event in the playlist after which you want to insert the selection, then release the mouse button to drop it.

As an alternative to drag-and-drop, click the event, or the event range, then click Copy on the Edit menu. Click the event in the playlist after which you want to insert the selection and click Paste on the Edit menu.

NOTE   Copy-and-paste should never be used if you are using a traffic system that uses reconciliation because this will cause the event to repeat the reconciliation key.

Transition Effects

You can add transition effects between events in a playlist. A master control switcher is required to use transition effects.

A transition effect is configurable according to type, speed, key hold status and mixed audio/video and wipe effect qualifiers.

Click an event in a playlist, then click Edit Effect on the Events menu.

Figure 3-12   Transition Effects dialog box

Use the Transition Effects dialog box to perform the following tasks:

◆ To select a transition type, click a transition type button in the Transition Type: area.

   Transition types are cut, mix, wipe, fade fade, cut fade, fade cut and mixed audio/video.

◆ Click a transition speed radio button from the Transition Speed area.

   You can specify a slow, medium or fast transition. Transition speed is configurable as described in "Mix and Wipe Transition Effect Configuration" on page 3-29.

◆ Checking this box causes the transition of an event to remove any key that was held by a previous keyer event.

◆ Specify the qualifier for mixed audio/video and wipe effect in the number (#) field. Qualifier values range from 0 to 255 and are facility-dependent.

Mix and Wipe Transition Effect Configuration

The Mix/Wipe tab allows you to enable, or disable, Mix/Wipe support and change the effect duration. A master control switcher is required to use the mix and wipe transition effect. You can specify the frame time of a slow, medium and fast transition for mixes and wipes. Enabling mix/wipe changes the start time of events in a playlist and adds mix, wipe or mixed transition effects.

To open the Environment options dialog box, click Environment... on the Properties menu.

Figure 3-13   Environment options dialog box, Mix/Wipe tab

To configure mix and wipe options, perform these tasks:

◆   To define a slow, medium and fast transition, enter a time value, in frames, in the corresponding field on the Effect durations in frames area.

Do the same for medium and fast transition durations.

◆   To change the start time of an event so its transition effect will overlap the previous event, click the Play Mixes/Wipes Early checkbox.

NOTE   Using this option will cause a playlist to end earlier than previously defined because events will overlap. It is the client operator's responsibility to reconcile this issue.

Configuring Playlist Display

Playlist event style attributes and field column order are configurable with the right-click menu of the playlist's window.

Click the right-mouse button on the playlist's window to display the right-click menu.

Configuration Options for secondary event display.

Change Font Attributes for events.

Customize Colors for events and statuses.

Display Secondary Event icons as lines in a playlist.

Configure Order and Display of columns.
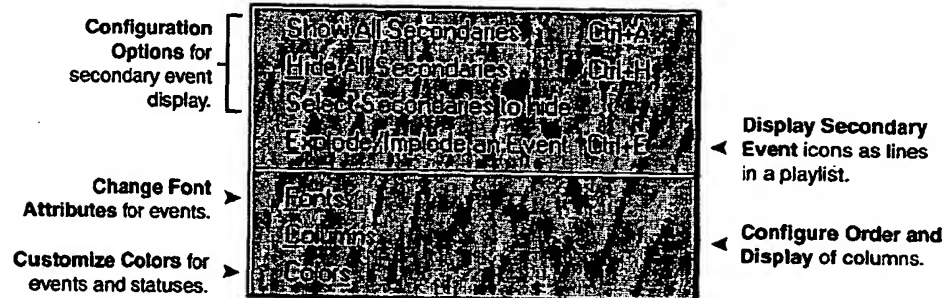
Figure 3-14   Playlist window right-click menu

Secondary Event Display

Configuration options for secondary events allow you to customize their display in the playlist.

◆ To show all secondary events in a playlist, click Show All Secondaries.

◆ To hide all secondary events in a playlist, click Hide All Secondaries.

When secondary events are hidden, the playlist right-click menu option changes to Hide Some Secondary Type.

◆ To replace a secondary event's line in a playlist with an icon, click Hide Some Secondary Type.

Secondary events represented with icons are shown in Figure 3-1, "PlayList window" on page 3-1. The icon appears in the associated event's title button. To view the secondary event, double-click the icon.

◆ To specify which secondary events to show or hide, open the Event Types to Show or Hide dialog box by clicking Select Secondaries to hide.

Arrow Buttons move selected secondary events between fields.
▼

Secondary Events that display in a ➤ playlist.

Event Types to Show or Hide ⊠

Displayed Sec. Events.

| Append List |
| Audio/Video |
| Comment |
| Compile ID |

Hidden Sec. Events.

| Audio Over On/Off |
| Back Timed GPI |
| BackTimed A/V |
| Backtimed System |
| Barter Spot |
| Data Event |
| GPI Contact |
| Keyer On/Off |
| Record Switcher |
| Secondary Record |
| Secondary System |
| Switcher Crosspoint |
| Transition Audio Over |
| Transition Key |

Hidden Secondary ◄ **Events** will not display in a playlist.

✓ OK   ✗ Cancel   ? Help

Figure 3-15   Event Types to Show or Hide dialog box

Then, select the field from the Available or Show field and use the arrow buttons accordingly:

The arrow-right button moves a selected event type from the Available field to the Show field, which displays the column in the playlist.

The double arrow-right button moves all event types from the Available field to the Show field.

The arrow-left button moves a selected event type from the Show field to the Available field, which hides the column in the playlist.

The double arrow-left button moves all selected event types from the Show field to the Available field.

Style Attributes

On the right-click menu of the playlist, you can select Font... or Status Color... to change style attributes of events. Use this option to distinguish between different events and statuses in a playlist.

◆ Click Font... and use the standard Windows font dialog box to change font attributes.

◆ To change the event's colors, click Colors..., then click the Event colors tab and perform the following tasks:

Preview Color
selections.
▼

Type: Fields lists
primary and
secondary events to
color. ▶

▲
Select a Color for the
foreground and
background or set
colors to default.
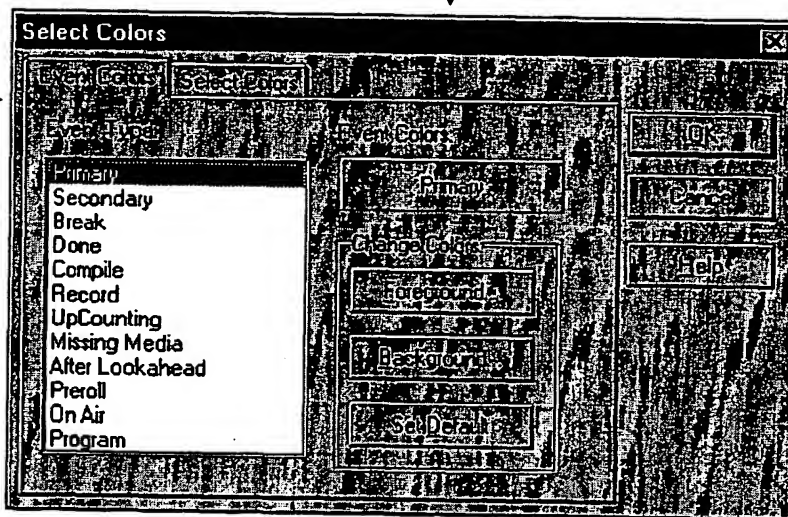
Figure 3-16   Select Colors dialog box, Event Colors tab

1. Click an event in the Type: field to change the color it displays in a playlist or transmission list window.

2. Click the Foreground..., Background... or Set Default buttons in the Change Colors: area to change the foreground, background or set the colors to default, respectively. When specifying a foreground or background color, select a new color from the color palette.

◆ To change the default selection colors, click Colors..., then click the Select Colors tab and perform the following tasks:

Preview Selection Color
▼

Type: Fields lists the types of selections to ➤ color.

Choose a Selection Color by clicking the Background... button.
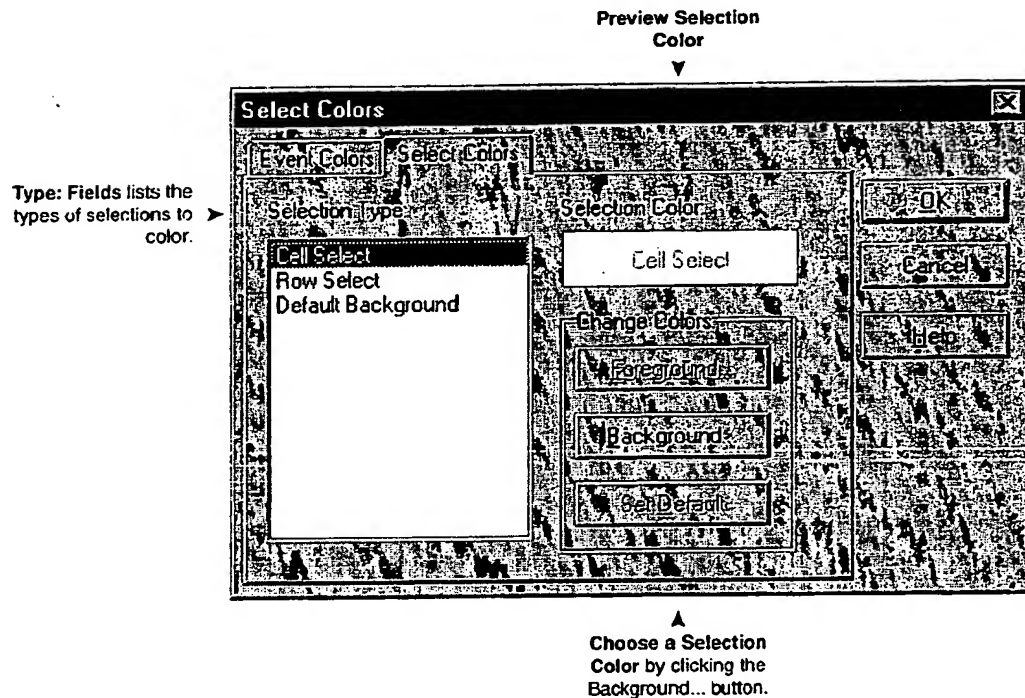
Figure 3-17   Select Colors dialog box, Select Colors tab

1. Click a selection type on the Selection Type: field.

2. Click the Background... button and select a color from the palette.

Field Column Display and Order

You can choose which event field columns appear in a playlist, as well as their order in each event, by using the Column Configuration dialog box or drag-and-drop.

From the right-click menu of the playlist, click Columns to open the Column Configuration dialog box.

Arrow Buttons move selected columns between fields.

Show Columns. Columns displayed in the playlist.

Available Columns. Columns not displayed in the playlist.

Up and Down Buttons change the display order of columns.

Specify column width of the selected column.
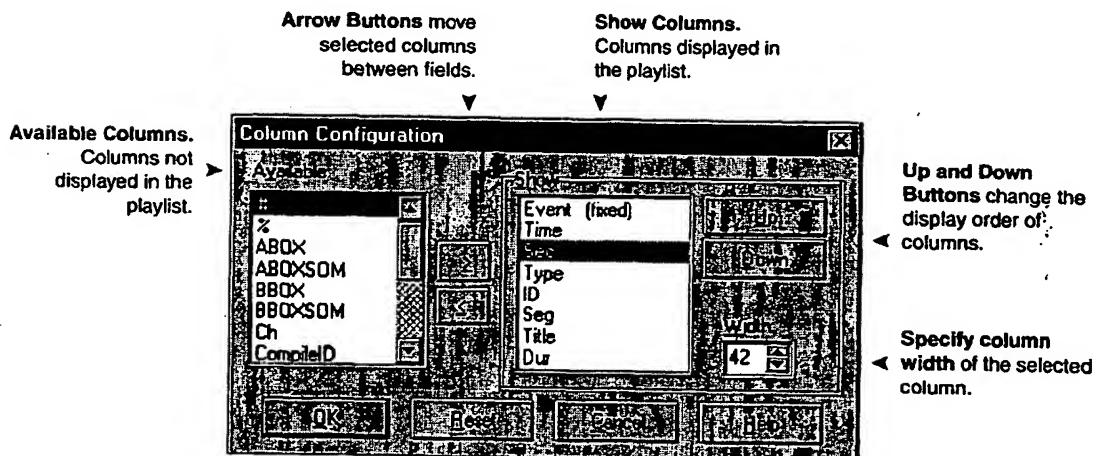
Figure 3-18 Column Configuration dialog box

Use the Column Configuration dialog box to perform the following tasks:

◆ To show or hide a field column, use the arrow buttons accordingly:

The right-arrow button moves a selected column from the Available field to the Show field, which displays the column in the playlist.

The left-arrow button moves a selected column from the Show field to the Available field, which hides the column in the playlist.

◆ To change the order in which a column appears in the playlist, click a column in the Show field and use the Up and Down buttons to move it.

◆ To specify the width of a column, click a column in the Show field and enter a value in the Width: field.

NOTE   Because it is fixed, you cannot change the Event column's order or display.

Configuring Playlist Display

4

Transmission List Window

A transmission list is a playlist loaded in a transmission list window. A transmission list window looks almost identical to a playlist window except, in a transmission list window, you can edit and broadcast a transmission list.

Air Client supports list windows of four types: playlists, compile lists, GMT lists and media lists. This manual discusses transmission and compile lists only.

Opening a Transmission List Window

To open a transmission list window, click View List on the Resources menu. From the Choose List dialog box, click a list window, then click OK.

A
Status Bar

Figure 4-1   Transmission list window

The left-most tray of the status bar displays the time of a device server. Time source originating from a PC is represented by the letter P. The letter T represents time from a timecode generator and the letter V from reference video.

NDF (nondrop frame) and DF (drop frame) represent drop frame status for a broadcast facility. When drop frame is on, DF displays in the status bar.

The next tray displays the number of events in the playlist, followed by the number of events in the lookahead range.

Event Data Fields

Most of a transmission list window's fields are identical to a playlist window's. For information about these fields, refer to "Event Data Fields" on page 4-2. Following is a description of each event data field column unique to a transmission list window:

◆ Device. The name of the device assigned to an event. For a switch-only event, the device is SWTCH.

◆ Status. The status of a device, such as playing, cued or threaded.

◆ Protect. The name of the protect device assigned to an event.

◆ PStatus. Identifies the Air/Protect status, or the play source, of an event.

◆ Bin. Displays the location of a tape in a cart machine.

Renaming a Transmission List

Transmission lists may be renamed using Air Client, but the changed names will appear on the local client workstation only. To rename a playlist globally, you must do so on the device server.

To rename a playlist locally, perform these tasks:

1. Click List Names... on the Properties menu.
2. From the Choose Server dialog box, click a server containing the playlist you want to rename.

NOTE   The Choose Server dialog box appears if your Air Client workstation supports multiple server login.

3. Click a playlist on the List Names dialog box, then click the Edit... button. Enter a new name for the playlist.

Use the Add... button to make a playlist available to the Air Client workstation. To remove a playlist, click it, then click the Remove button.

Viewing Playlists in a Transmission List Window

Use the right-click menu to load, append or insert a playlist in a transmission list. Following is a description of each menu option:

◆ Loading a Playlist. You can load a playlist into a transmission list window to broadcast or edit it. To load a playlist, click Load List on the right-click menu of the transmission list window. Choose a playlist from the Load Playlist dialog box. The loaded list will appear in the transmission list window.

NOTE   If there is already a playlist in the transmission list window, it will be replaced and transmission will stop. The channel will be taken off-air.

◆ Appending a Playlist. A playlist can be appended to the end of a playlist already in the transmission list window. To append a playlist, click Append List on the right-click menu of the transmission list window. Choose a playlist from the Append Playlist dialog box. The appended list will appear after the last event in the transmission list window, without affecting the status of the currently playing event.

NOTE   The number of events that can be inserted in a transmission list will vary among broadcast facilities, depending on how Air Client was configured at the time of purchase. Any events you attempt to insert that exceed the maximum amount allotted to your facility, are truncated.

◆ Inserting a Playlist. You can also insert a playlist into another playlist. Click the event after which you want to insert a playlist, then click Insert List on the right-click menu of the playlist window. Choose a playlist from the Insert Playlist dialog box. The playlist will appear after a selected event in the transmission list window. If there is not enough space for events in the inserted playlist, a dialog box will notify you that not all events were inserted.

Transmitting a Playlist

You can control playlist transmission with software and hardware control panels.

Software Control Panel

To control playlist transmission, click Control Panel on the right-click menu of the transmission list window to open the software control panel. Alternatively, double-click the transmission list window to open the control panel.
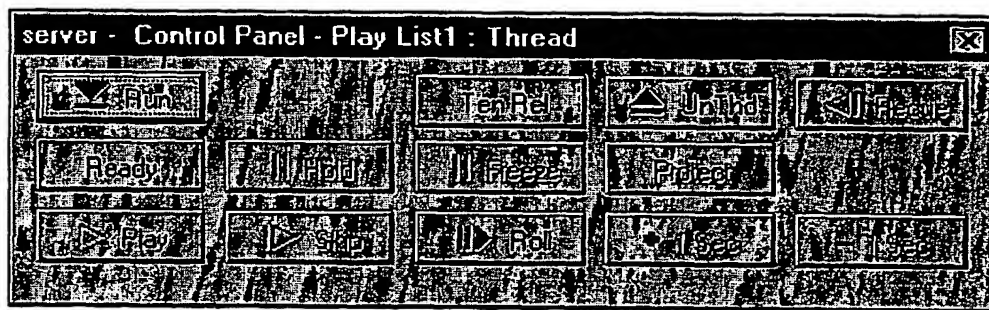
Figure 4-2   Control Panel, software

Following is a description of each button on the control panel:

◆ Run. Thread and cues the first event in a playlist and any events within the time range specified in the lookahead, as described in "Counts" on page 4-12. The number of events cued is limited by the number of available media heads and devices. You cannot play events until you run the playlist.

◆ Play. Plays the first event in a playlist; however, before you can play events, you must first click the Run button. The Play button can also be used to restart a frozen or held playlist or a playlist stopped by a break event. Clicking the Play button initiates preroll for the playlist so the following event will play after the preroll time.

The Play button will not play a hard start event unless it is configured to do so, as described in "Miscellaneous" on page 4-14. Use the Play Hard Hits option to start a hard start event with the Play button on the control panel. If this is not set, the operator cannot play an event that has a hard start if the playlist has stopped running.

◆ Ready. Turn on tension to the next VTR event in tension release to prepare upcoming VTR events. Click this button to prepare a VTR event for transmission that is out of the standby on-time range. Usually used after an upcount events to get the next event ready.

♦ **Hold.** Holds the countdown of an event that is playing, causing the event to continue playing longer than its duration. You can extend the event's duration until the Play button is clicked. The playlist will then advance to the next event which can only be played with the Play or Skip button.

♦ **Skip.** Skips the event currently playing and plays the next event. Also, click this button to skip a frozen or held event.

♦ **Ten Rel.** Places a cued event's VTR into tension release. At the Standby On time (before an event is about to air), Air Client issues a command to the VTR to enter Ready status and tension up the tape. The Status field of the event in a transmission list window displays Ready.

♦ **Freeze.** Stops play and countdown. Click this button to pause the current event. Then, you may skip, roll, reinitiate play or recue the event using the Play button. The Status field of the event in a transmission list window displays Still.

♦ **Roll.** Roll bypasses normal preroll values and plays the next event as fast as the equipment will allow. If the current event is playing normally, the Roll button skips it and plays the next event using normal preroll values unless configured to use instant preroll values. If the current event is frozen, this button will play the next event. If the current event is being held, clicking this button plays the event.

♦ **UnThd.** Stops a running transmission list, including the on-air event and any events that follow. All events are uncued and the list goes off-air.

♦ **Protect.** Toggles the signal switching paths between the on-air and protect devices. Click this button to play an event from the air device, or vice versa. This is an optional function and may not be available on your workstation.

♦ **+1 Sec.** Add one second to the playing event's duration. Each time you click this button, one second is added to the duration.

♦ **Recue.** Recues an on-air event. To play the recued event, click the Play button.

♦ **-1 Sec.** Subtract one second from the playing event's duration. Each time you click this button, one second is subtracted from the duration.

Hardware Control Panel

Air Client supports up to two LCP-20 hardware control panels and allows you to configure the functionality of control and list buttons.

c c c c c c c c c c c c

To open the Control Panel configuration dialog box. click Control Panel on the Properties menu. Click a control panel on the Control Panel dialog box and then click the Edit... button.

Assign Transmission Lists to buttons to quickly switch among them. ➤

Choose a Port for the ➤ control panel.

Use the Default ➤ settings to configure the control panel buttons.

Control Panel ◄ **buttons** are configurable.

Figure 4-3   Control Panel, hardware

Assigning Lists to Buttons

To assign functions to the 16 list buttons at the top of the hardware control panel, perform the following tasks:

1. Click the arrow below the I/O Port: field and click the COM port the hardware control panel is connected to.

2. To configure the control panel buttons according to Harris' factory defaults, click the Set Defaults button. Then, from the Choose Server dialog box, click a server and click OK to use its default control button.

    Default settings for the control buttons are configured on each server.

    NOTE   The Choose Server dialog box appears if your Air Client workstation supports multiple server login.

3. To manually assign transmission lists to the list buttons, click a list button to open the button's dialog box.

Available Lists on a server. ▶   ◀ Assigned Lists for a list button.
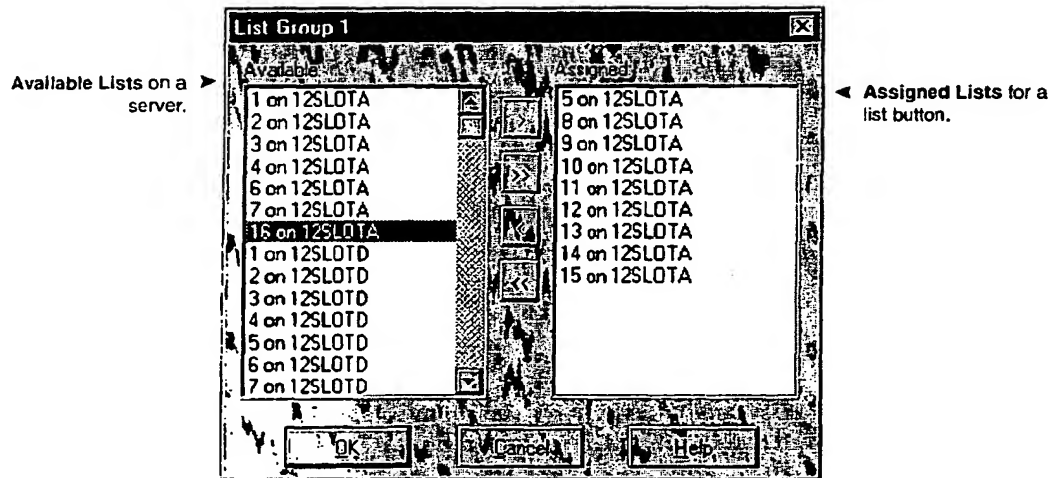
Figure 4-4   List button dialog box

4. From the list button's dialog box, click one or more playlists in the Available: field.

The button will be named according to its order on the control panel. The 16 buttons are numbered left to right, top to bottom. For example, the button located in the top-left corner is the first button, and, regardless of the playlist title you assign to it, it will be titled, List1, on the hardware control panel.

5. Use the arrow buttons to assign the selected playlists to the button.

The arrow right button moves the selected playlists to the Assigned: field. The playlists will be assigned to the button.

The double arrow-right button moves all playlists to the Assigned: field. The playlists will be assigned to the button.

The arrow left button moves the selected playlists to the Available: field. The playlists will no longer be assigned to the button.

The double arrow-left button moves all playlists to the Available: field. The playlists will no longer be assigned to the button

Assigning Actions to Buttons

To customize the functions of the 12 action buttons located in the lower right corner of the hardware control panel, click the control button to open the Action dialog box.

Choose an Action from the Actions: button. ➤
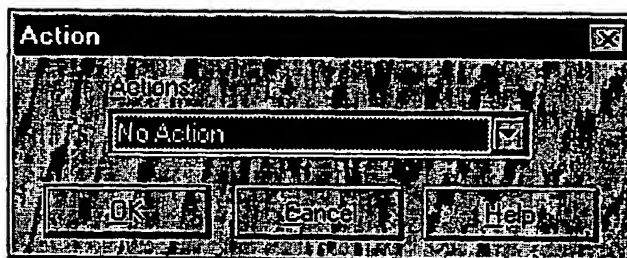
Figure 4-5   **Action dialog box**

From the Action dialog box, click the Actions: button, then click the action you want to assign to the control button.

Following is a description of each action you can assign to the action buttons on the hardware control panel:

◆ -1. Subtracts one second to the duration of the playing event.

◆ +1. Adds one second to the duration of the playing event.

◆ Cut Next. Deletes the event following the playing event.

NOTE   Events deleted with this action are not recoverable from the clipboard.

◆ Freeze. Freezes the current frame of the video of a playing event.

◆ Hold. Holds the current event's duration, allowing the event to continue to play beyond its specified duration.

◆ Let Roll. Rolls an event without switching.

◆ Play. Plays the playlist.

- ◆ PrgRun. Prepares a playlist for play by threading the devices in a playlist.

- ◆ Protect. Switches between air and protect devices.

- ◆ Ready. Ready the media for the Play command.

- ◆ Recue. Recues the playing event.

- ◆ RollNow. Identical to the Roll button on the software control panel, as described in "Software Control Panel" on page 4-4.

- ◆ Second. The Second action allows you to roll a secondary audio/video event without specifying a starting offset for the event. This allows you to start a primary event and roll the secondary event at any time by pressing the Second button. To identify which secondary audio/video event is affected by this action, you must remove any data in the TOD field of the event.

  When the Second button is pressed, the next secondary audio/video event with a blank TOD is rolled. If the Second button is pressed again, the next such event, if available, rolls. The Second button will not roll any other type of secondary event and will not roll to any secondary audio/video event if its TOD field is not blank.

  Also, a secondary audio/video event rolls the next secondary audio/video event with TOD field information if the secondary audio/video event does not have a Rejoin qualifier. This allows you to run a list of secondary audio/video events attached to the current primary event. If the Rejoin qualifier is attached to an event, then it will not roll any other secondary audio/video events.

NOTE   You cannot roll consecutive secondary audio/video events with the same ID for devices that play program material. Some devices, such as still stores and audio carts, use the event ID to match to the event ID name of the device. If this is the case, the ID can be the same for consecutive secondaries.

- ◆ Skip. Skips the playing event and proceeds to the next event.

- ◆ Ten Rel. Tension releases the VTR for the next VTR event.

- ◆ Unthread. Unthreads lists assigned to a list button and stops on-air playout.

Connecting the LCP-20

The LCP-20 hardware control panel shipped with the Air Client workstation is connected via a 9-pin, RS-232 serial cable. The LCP-20 can connect to COM1 or COM2 on the client.

Rear of Air Client Workstation

COM Ports

9-pin, RS 232 Connector (6 feet)

Rear of LCP-20 Hardware Control Panel

Connect this port to COM1 or COM2 on the client.
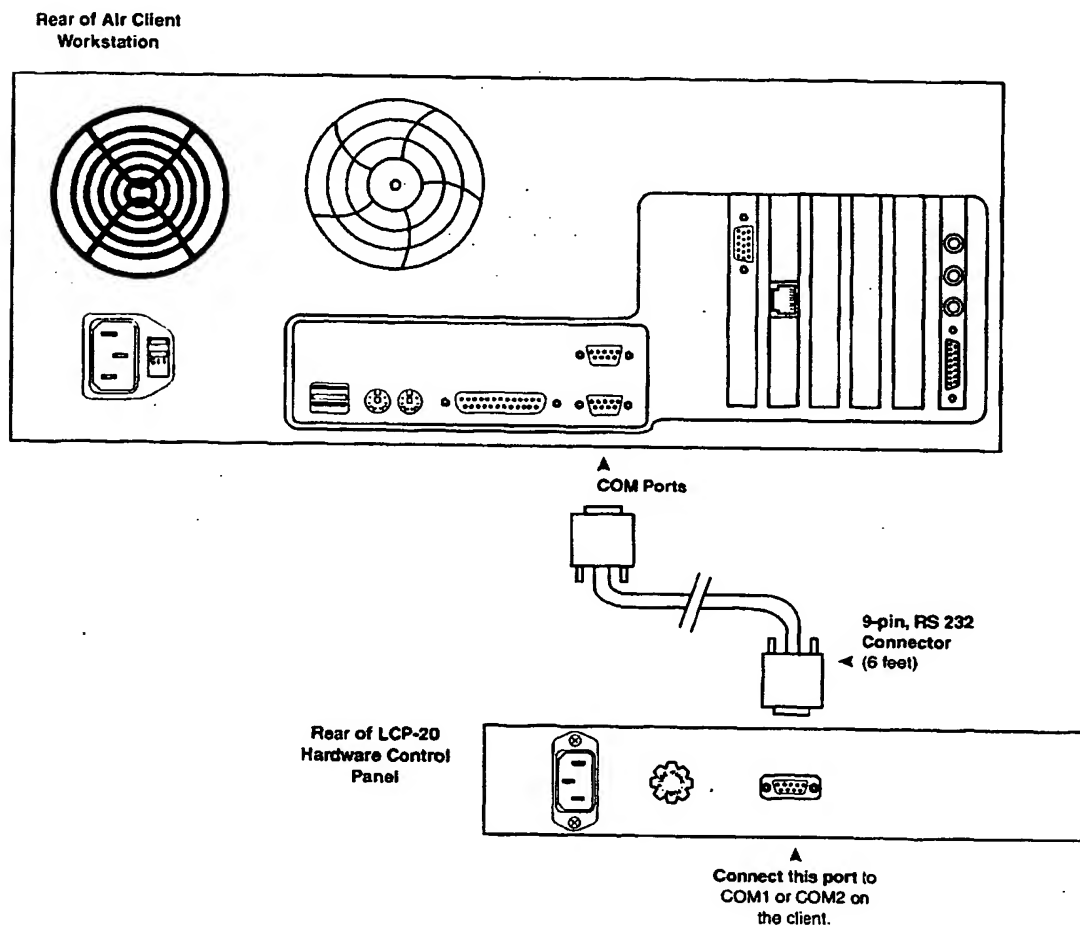
Figure 4-6   Connecting the LCP-20 hardware control panel

Transmission List Window

Video Window

Air Client can include an optional feature that displays the on-air event in a video window. A video board installed in the Air Client workstation must be connected to the output from the on-air video stream. To use this feature. click Video Window on the Tools menu.

Other Playlist Controls

The following controls. found on the right-click menu of a transmission list window, control only selected events within a playlist. To apply any of these functions to the entire playlist, use the software control panel as discussed in "Software Control Panel" on page 4-4.

◆ Thread. Click an event in a playlist and click Thread to load and cue its media to the SOM. This is applicable to events which start within a playlist's lookahead time, as described in "Counts" on page 4-12. The Status field of the event displays Cued. If there are no unthreaded devices, you may thread another event by unthreading the cued or playing event first.

◆ Unthread. To unthread a cued or playing event, click it, then click Unthread. Unthreading an event stops the playlist from running if the event is playing; otherwise, the playlist will stop running when it encounters the unthreaded event. Events will not be threaded, or cued, until the Run button is clicked on the control panel or the Thread menu option is used.

◆ Recue. Click Recue to cue an event that is in preview play or to force a recue of an event that is already cued. Use this button when the SOM has been edited and you want to make sure the material is cued to the new SOM.

◆ Preview Play. To preview an event, click an event in the playlist, then click Preview Play. The event must first be cued. When the previewed event is finished playing, it will be recued automatically. Air Client will not stop a preview and recue the event if it is time for the event to air.

It is the operator's responsibility to ensure there is enough time to preview and recue an event before it is to air. To abort a preview. click Recue on the right-click menu of the transmission list window. The event is recued and may be played to air.

◆ Air/Protect. To air an event from a backup, or protected, device instead of its primary device. highlight the event and click Air Protect. Click the button again to revert to the primary device. Toggling between Air and Protect is

useful when, for example, the media quality of the protected device is higher than the primary device or there is a head clog in the original air device. Playlist order is not affected; however, the device name will change.

♦ **Barcode Event.** To use an event's information in the playlist in place of a barcode label, click the event, click Barcode Event, and then insert a tape into the external VTR. The ID for the tape is taken from the selected event and the tape is cued to the SOM of that event. Using this function allows you to bypass the process of scanning a barcode or waiting for the system to read user bits.

♦ **Clear Done Events.** Changes done events to playable events. Click an event, or a range of events, then click Clear Done Events on the right-click menu. This option does not remove done events, just their done status. They can then be replayed after being moved to below the currently playing event in the transmission list. If you do not move the event, the transmission list will stop when the device attempts to cue the event.

♦ **On-Air Focus.** Click On Air Focus on the right-click menu to highlight the currently playing event in a playlist and ensure it is always visible in the playlist window. The location of the playing event is determined by the number of displayed done events, as described in "Counts" on page 4-12. If you scroll the window until the playing event is not visible, the list will scroll back to the next event when it goes into preroll.

♦ **Toggle Lookahead.** Toggles between the lookahead value of a playlist, as described in "Counts" on page 4-12, and the lookahead for an entire transmission list window (which is the default setting). Events within the lookahead that were located in a device are displayed in blue; events that were not located in a device are red. Events not in the lookahead are displayed in black.

When lookahead is enabled for the entire list, no events will be black. For information on changing display colors, refer to "Style Attributes" on page 3-32.

Transmission List Window Options

To configure various options for a transmission list, click Options... on the right-click menu. Following is a description of each tab and the options you can configure for them.

Counts

The Counts tab allows you to specify the lookahead value for a transmission list and the display of done events in a playlist.

◆ **Look Ahead.** Enter the number of events in the lookahead field to define a playlist's lookahead range. The lookahead is the number of events whose media Air Client will verify the availability of in a playlist. Events within the lookahead range will display in blue if they are primary events and are located on the specified device. Events out of range display in black. If an event is within the lookahead range, but is missing media, it will display in red. Setting the lookahead for the entire list uses more system resources. For information on changing display colors, refer to "Style Attributes" on page 3-32.

◆ **Done Count.** Determine the number of done events that display in a playlist. The Done count should not exceed the Lookahead value.

Times

Click the Times tab to specify parameters for start times for certain kinds of events.

◆ **Timed List.** Click the Timed List button to start play of hard start events at the time specified in the event's Time field.

◆ **Update On-Air Time.** Changes the events' start times to the actual time the events were transmitted. This is useful for accurate as run log reporting.

◆ **Auto Ripple Times.** When you change the duration of an event, the projected start time for the events that follow are automatically changed. Each primary event's new start time is based on the previous primary event's start time plus the previous primary event's duration.

Deleting or adding events to a playlist will cause the playlist start times to be recalculated. Auto rippling will stop at a hard start event. Hard start events will interrupt any preceding events whose times overlap its time.

Threading

Control threading behavior through the various options on the Threading tab.

◆ **Thread After Break.** To eliminate the task of manually threading events following a break, click the Thread After Break checkbox. This threads events that play after a break. Breaks are only used when the automation is playing spots and not program material.

◆ **Keep List Threaded.** This keeps as many devices as possible threaded in the lookahead. If an event is inserted into a playlist, the event is cued and subsequent events are unthreaded, as necessary.

NOTE   When unchecked, events in the range specified in the Thread Time: field are cued, as described below.

◆ **Thread Time.** Thread time determines which events within the specified time range will cue. Entering a value of two minutes in the Thread Time: field, for example, will cue events that will play within two minutes of the current time.

Tensioning

Control tensioning with the various options on the Tensioning tab.

◆ **Release Tension When Cued.** After a VTR event is cued, the tape is tension released. The tape is tensioned when the event is within the Standby On Time.

◆ **Tension After Up Counter.** Tensions events following an upcount event by assuming a fixed duration for the upcount event, instead of an indefinite duration. All events within the Standby On time that follow the upcount event are tensioned on. This is used for live broadcasts when the duration is known.

Otherwise, the events are tension released and the next event must be tensioned on manually by clicking the Ready button on the control panel.

Skip Control

Determine how certain events are skipped.

◆ **Skip Bad Events.** Click the Skip Bad Events checkbox to skip any event with a media error, such as missing media or a tape jam. If there are consecutive bad events in a playlist, only the first bad event is skipped. Click the Play button on the control panel to skip the remaining consecutive bad events. If the Skip Bad Events button is unchecked, the list will stop playing. Remove the bad event from the playlist and click Play to restart.

◆ **Station ID On Skip.** Use the Station ID On Skip button to switch to the Logo input when Skip is clicked on the control panel. Configure the Logo input in the device server through the switcher's device parameters.

Miscellaneous

Configure miscellaneous options which apply to playlist behavior in a transmission list window.

- Switch to Black. Switch to the crosspoint defined in the switcher when a playlist stops. The black signal output channel is configured in the device server.

- Play Hard Hits. Use the Play Hard Hits option to start a hard start event with the Play button on the control panel. If this is not set, the operator cannot play an event that has a hard start if the playlist has stopped running.

- Contact Start. To start a playlist with a General Purpose Interface (GPI) contact, click the Contact Start button. Contacts one through eight on Cards One and Two correspond with playlists 1 through 16. Pressing a contact is equivalent to clicking the Play button on the control panel.

- Auto A-B Routing. This option will alternate primary event's switcher routing between the A and B input channels. When enabled, you can use the wipe, mix and mixed transition effects on two consecutive primary events. Otherwise, attempting to do so would cause the transmission to transmit a black screen on the output channel.

- Play ID Title Mismatches. ID Title mismatch checks ID title pairs from the transmission list against the database and cassette in a cart machine. Normally, the ID and titles on the transmission list will match the database and cassette and no errors will be generated by the system when a list is loaded.

NOTE   This feature is only supported for the Sony LMS environment and requires the use of a tape preparation database product, such as Media Client.

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As Run Logs

An as run log file stores event and status information, such as errors and reconciliation keys as a transmission list window runs a playlist.

To open an existing as run log, click Open Text... on the File menu and choose an asrun log from the dialog box.

To create and configure an as run log for a transmission list, perform these tasks:

1. Click As Run Logs... on the Properties menu.
2. Click a transmission list for which you want to create and configure as run log reporting. If there are no transmission lists available, click the Add... button and choose a server, then a playlist to add it to the Choose list dialog box.

NOTE   The Choose Server dialog box appears if your Air Client workstation supports multiple server login.

16 lists display in the Choose List dialog box regardless of how many lists your facility purchased.

3. Click the Edit... button and choose a transmission list to open an As Run Log dialog box.
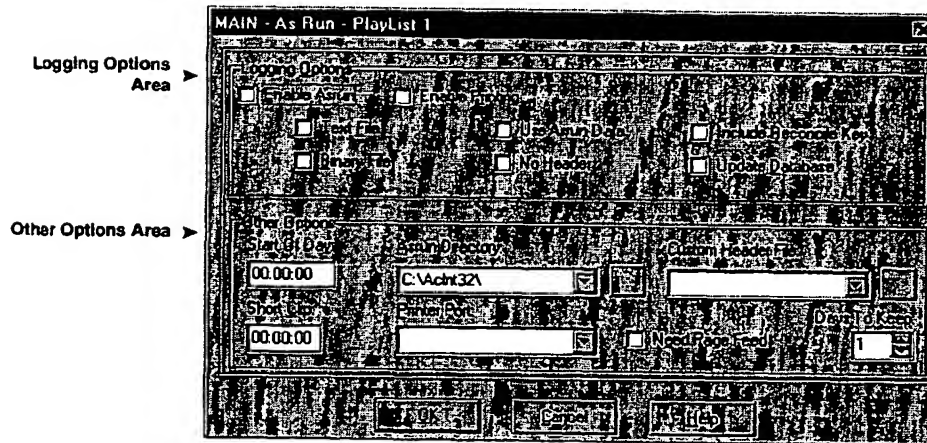
Figure 4-7   As Run Log dialog box

From the As Run Log dialog box, you can enable and configure as run logging for a transmission list.

Logging Options

On the Logging Options area of the As Run Log dialog box, you can configure as run logging, file types and functions.

Logging options include:

◆ **Enable Asrun.** To enable as run logging for a transmission list, click the Enable Asrun checkbox.

◆ **Include Reconcile Key.** This option includes all event's reconciliation keys in an as run log created in text file format only. Reconciliation keys are added to an event generated by the traffic department and identify a specific ID run at a specific time.

◆ **Use Asrun Date.** An event's scheduled start time is logged in an as run log file saved in binary file format instead of the system time.

◆ **No Header.** No header information is displayed in an as run log file saved in text file format.

You can choose the file format and directory you want to save as run logs, as well as how long to keep them on the disk:

◆ **Text File.** Use this option to save an as run log as ASCII text file format.

◆ **Binary File.** Use this option to generate an external reconciliation file. The format of this binary file is determined by a Harris-generated .DLL file. The two types of .DLL files are the Sony and the Enterprise, both named asrun.dll or asrun32.dll.

◆ **Asrun Directory.** Choose which directory to store as run logs. The default is the root directory of the Air Client application. As run logs are named the same, no matter which server they are written by. Use this feature to specify seperate directories for each server so as run log files are not overwritten when using multiple servers.

◆ **Days To Keep.** Specify the number of days to keep as run logs before they are deleted.

You can configure as run logs to perform various functions:

◆ **Update Database.** When enabled, Air Client will update the media database with the number of times events have played and the date they were last

played. The fields updated are # Plays and Played. Also, secondary record events inserted in a playlist are written to the database as multisegment events.

◆ **Enable Printing.** Allows you to print event and status information for each event as it finishes play.

Specify a printer port on the Printer Port: button in the Other Options area.

Click the Need Page Feed button to advance to a new sheet of paper after printing a full page of as run events. Only enable this if the printer does not support automatic page feeds, such as when sending the as run logs to a laser printer.

◆ **Start of Day.** Enter a time value in the Start of Day: field to specify when the as run log feature should start a new log. This is used when a playlist is ran continuously.

◆ **Short Clip.** Enter a time value to specify how much time a spot may be played short without generating an error in the as run log. This is used primarily with Enterprise As Run log reconciliation.

◆ **Customer Header File.** Allows you to specify the location of the file that is included in the header of an ASCII text as run log file. This file can be the station identifier and it is recommended that it be kept to one or two lines.

Auto List Save

This menu option allows you to configure the auto save options for a specific transmission list. The auto saving mechanism must be configured for each list on each server that is to be saved.

To display a dialog box showing configured lists, click Auto List Save on the Properties menu. Use this dialog box to perform the following functions:

◆ To add a new list to the group, click the Add... button. Choose a list you want to configure from the Choose List dialog box.

◆ Use the Remove button to remove auto list saving for a list.

♦ To edit an existing list configuration, click a list and click the Edit... button to open the Auto List Save dialog box.
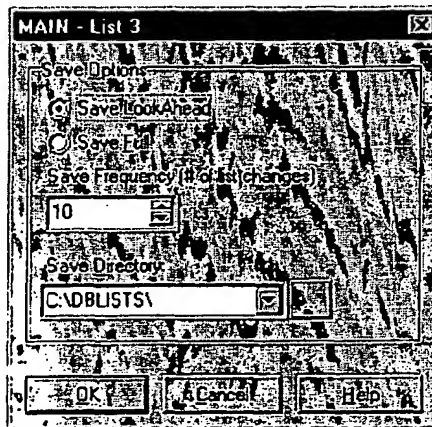
Figure 4-8   **Auto List Save dialog box**

Following is a description of each button and field on the Auto List Save dialog box:

♦ The Save Lookahead / Save Full options determine if the system will save items that are located in the lookahead or if the whole list will be saved.

♦ Save Frequency allows you to set a value to indicate how often the list should save. The frequency is the number of times the list size has changed, such as when the list is packed and done events are removed. This value should be set around 4 to 8. For better performance at the Air Client workstation, set the value to 8. To increase backup safety, use 4.

♦ Save Directory. Choose a directory to save the Auto List file.

Auto Bin Save

If Air Client is being used to store a backup copy of the bin maps for the cart machines, click Auto Bin Save on the Properties menu.
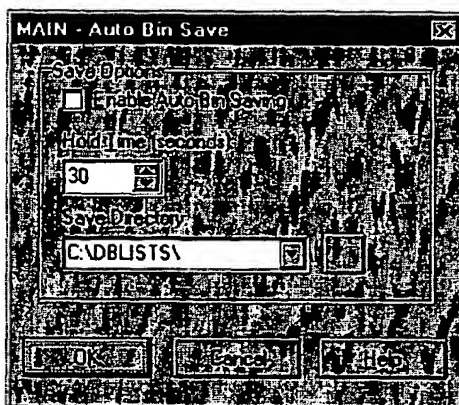
Figure 4-9   **Auto Bin Save dialog box**

Following is a description of each button and field on the Auto List Save dialog box:

♦ **Enable Auto Bin Saving** allows all cart machines with savable bins to be saved.

♦ **Hold Time.** Set the time (in seconds) when a bin will be saved since it was last changed. When the cart machine's storage is changing, the bins will not be saved. When the cart machine reaches a quiescent state, the bin saving mechanism will wait the specified hold time before saving the bins. If the bins change within this time, then the bins are not saved and countdown until saving restarts at the next quiescent state.

Pull List

This function allows you to create a new window which lists all missing media events in a playlist. This list is used to identify the media which needs to be pulled from the shelves and inserted into machines to play events. To generate this list, perform the following tasks:

1. Click Pull List on the Events menu.

Choose which order
to display events in
the Missing Media
window.

Figure 4-10   Choose Order dialog box

2. From the Choose Order dialog box, click the order in which you wish to sort the list. The options are chronological, ID and box ID.

After you choose an order, the missing media events in the playlist will be displayed in the Missing Media window.

Missing Media
events in a playlist.

Figure 4-11   Missing Media window

Following is a description of each field:

◆ Event #. The number of the event in the playlist.

◆ ID. The ID of the event.

◆ Box ID 1. The primary box ID of a multispot or Odetics tape (ABOX).

◆ Box ID 2. The backup box ID of a multispot or Odetics tape (BBOX).

◆ Title. The title of the event.

◆ TOD. Scheduled on-air time of an event (time).

◆ Comment. Comments made by an operator associated with the event.

◆ Occurrences. The number of times an event played.

Switcher

The switcher allows you to broadcast four output options to a specified output path which may be customized by a broadcasting facility.

To open the switcher dialog box, click Switcher on the Resources menu. Then, from the Choose Server dialog box, click a device you wish to define crosspoints for.
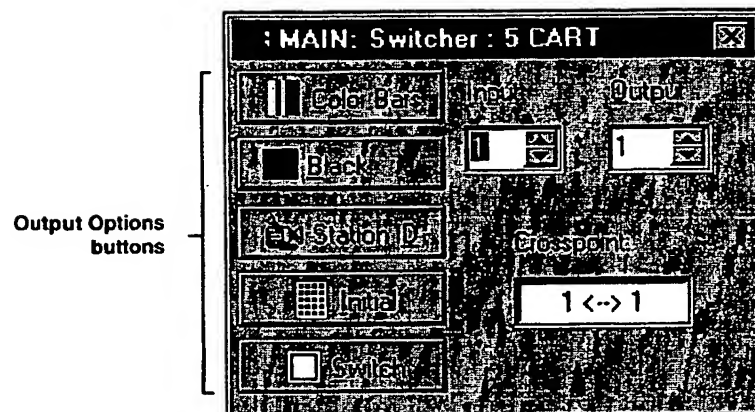
Figure 4-12   Switcher Control Panel

Before using the switcher, ensure the crosspoints are correctly defined in the Crosspoint field. To manually define the crosspoint path (instead of using preconfigured output options buttons), perform these tasks:

1. Enter the input source of the output option in the Input field.

   Input and output sources are defined in the device server.

2. Enter the output path in the Output field.

   The output path is the broadcast channel's input source.

3. Click the Switch button.

   The Crosspoint: field displays the new crosspoint.

Alternatively, you can choose one of the four output options to broadcast by clicking an output option button.

Switcher

Transmission List Window

5

Compile List Window

The compiler is an optional feature of Air Client that allows you to create groups of spots, or pods, to play to air. Compiling spots into pods allows you to air multiple commercial breaks from one device instead of playing spots from multiple devices. Each pod in a playlist plays as a single event and is identified by the compile tape ID.

The compile list window is used to create pods and edit its spots. Editing spots when the pod is loaded in a transmission window may cause unexpected results. You can also play spots from the compile list window, allowing you to assess the air quality of the media.

Creating a Compile List

A compile list is created identically to a playlist in a playlist window, as described in "Playlist Window" on page 3-1.

To open a compile list window, click View List... from the Resources menu. Then, click a compile list from the Choose List dialog box and click OK.

Insert a Compile Tape ID secondary event at the top of a compile list. ➤

Insert a Break secondary event at the end of a compile list. ➤

Figure 5-1   Compile List window

In a compile list window, you can view the individual spots of a compile tape by using the append, load and insert list menu options on the right-click menu, as described in "Viewing Playlists in a Transmission List Window" on page 4-3. To remove all spots from a compile list window, point to Compiler on the right-click menu, then click Clear List.

Also, you can use the compile list window to prepare a list for compiling by performing these tasks:

1. Insert a Secondary Event Compile ID at the top of the compile list to indicate where the compiler begins compiling the list. Air Client automatically switches to Revise Mode.

2. Enter an ID in the ID field of the Secondary Event Compile ID. This is the compile tape ID number that will display in the ID field of a playlist when the compiled events are inserted. Each tape containing a compile list must have a compile tape ID number and is used to identify all of the spots on the tape in a playlist.

3. Insert spots into the compile list, as described in "Playlist Window" on page 3-1.

4. At the end of the compile list, insert a secondary break event or enter Revise Mode (ALT + R) and remove letter A from the Type field of the last event to indicated the end of the compile list.

NOTE   Events are compiled according to the value in the Type field. Remove A from the Type field to indicate which events you do not want to compile. Only events containing A in the Type field are compiled.

Compiling a Compile List

After creating a compile list, use the compiler's control panel to compile its spots on one tape.

Control Panel

To open the control panel, right-click the compile list window, point to Compiler, then click Panel.

Record Device
Status Field ▶

Compiler Error
Field ▶
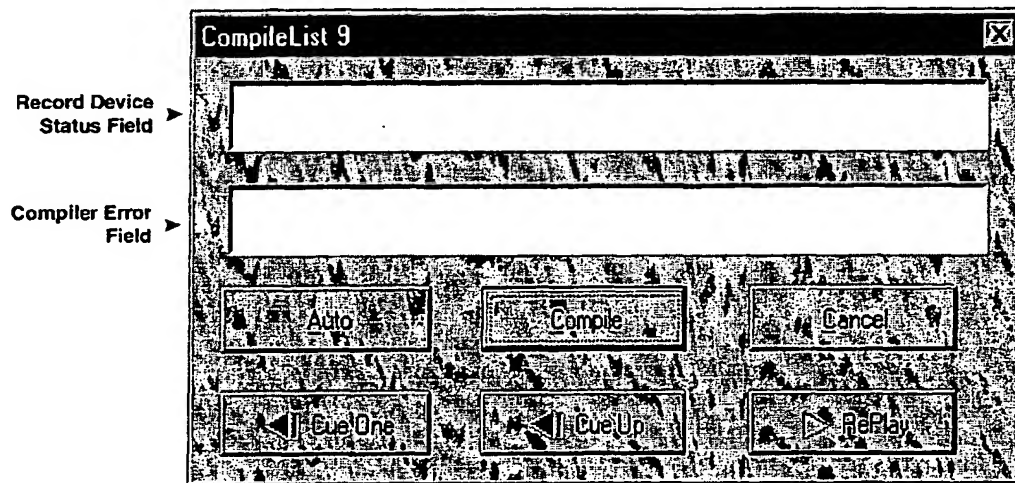
Figure 5-2   Compiler Control Panel

The Record Device Status field displays the status of the compile list's record device, as described in "Status Messages" on page 5-4. The Compiler Error field displays any errors that occur during the compile process, as described in "Compile Errors" on page 5-4.

A description of the function of each button on the compiler control panel follows:

◆ **Compile** . The Compile button begins the compile process, beginning with the first pod. This feature will only compile one pod at a time, stopping at each break event allowing you time to insert another tape.

◆ **Auto**. The Auto button also begins the compile process, except that the compiler compiles as many pods as will fit on a single tape. The compiler will not stop at each break event; however, each compiled pod remains separated by their secondary compile ID and break events.

◆ **Cue One**. The Cue One button cues the tape to the SOM position of a selected event, allowing you to preview it.

- **Cue Up.** The Cue Up button cues the record tape to the pod's SOM, allowing you to preview an entire compiled list.
- **Replay.** The Replay button plays a pod or event that is cued by the Cue Up and Cue One buttons. You cannot replay lists or events until they are cued with either the Cue One or Cue Up buttons.
- **Cancel.** Use the Cancel button to abort the compile process. You must recompile the list after clicking this button, as described in "Recompiling a Compile List" on page 5-5.

When a list is compiled, the file is saved with a .CPL extension, instead of the .LST extension.

Status Messages

When compiling, messages appear in the record device status field indicating the status of the compile process. Following is a description of each status message:

- **Cueing.** When the compile process begins, the recordable material cues and the source material cues and threads.
- **Prerolling Compiler.** When the compiler is cued, the source device is in preroll and is advancing to the SOM of an event.
- **Compiling.** Displays as the compiler is compiling events.
- **Saving List.** Displays when the compiler saves a compile list.
- **Waiting to Restart.** After the compiler saves a compile list, this message displays until the compiler is restarted after it stops between break events.

NOTE   Only applicable when compiling in Auto mode.

- **Canceling.** When the compile process is canceled, this message displays until the recorders stop.
- **Waiting for User.** When an error message is displayed in a dialog box, this message displays until you close the dialog box.

Compile Errors

When the compiler encounters an error, it displays the error in the compiler error field on the control panel. Following is a description of each error:

- ◆ No recorders or recorders not threaded. Either no record devices are assigned to the compiler or there is no recordable media in the devices.

- ◆ Recorders are still moving. This error displays if the recorders are still moving when the compile process is initiated.

- ◆ Unable to thread and/or cue. Either the recorders did not cue or the first event in the compile list did not cue or thread.

- ◆ Operation canceled by user. Displays when the compile process is canceled.

- ◆ Compile tape mismatch. The compiler tape ID for the compile list does not match the ID in the record device.

- ◆ Encountered end of usable tape. No more recordable media is available for the compiler to record events on.

- ◆ Unable to locate compilable event. There are no events in the compile list to be compiled.

- ◆ Compiler skipped break/POD. The compiler skipped a break event or pod because of a missing media error.

- ◆ Record ID has changed. The compiler detected a different compile tape ID in the compile list than that in the record device. A dialog box appears, allowing you to confirm that you changed the tape in the device.

Recompiling a Compile List

If you cancel the compile process before the entire list is compiled, or you want to insert another spot in a list that has already been compiled, you must recompile the entire list before playing on-air. Before recompiling the list, however, you must first mark the compiled spots as uncompiled by pointing to Compiler on the right-click menu and clicking Clear Compile Events.

Other Compile List Functions

The next two functions are optional and may not be available on your Air Client workstation.

Jam New IDs

Jam New IDs marks a point on a compile list from which to create a Sectional List. A sectional list is a compile list that is recompiled with a new ID and saved with

the extension .SEC. It is identical to the original compile list, except that it contains only the timecode of the original list and not the events.

A sectional list is used to play regional spots in place of the spots recorded in the compile list. Both the sectional list and the compile list must be loaded in separate transmission list windows before aired. To broadcast the sectional list, the compile and sectional list must be played simultaneously. The compiled list references the sectional list to determine when its spots' air. When the spots of a sectional list air, the compile list plays normally; however, in some broadcast regions, compile list spots will be substituted by spots in the sectional list.

Mark Exception

Mark Exception marks an event in a compiled list as an event to recompile into a sectional list. To create the sectional list, you must change the event ID of all of the events that you have marked as exceptions to another ID. The sectional list is created to play regional spots in place of national spots, so, the ID replacing the original compile ID should be the ID of the regional spot. Spots that are marked as exceptions will have the letter X next to letter A in the Type field of the compile list. For information on event types, refer to "Event Type Field Values" on page 3-5.

These spots are recompiled with the regional spots in place of the national spots. When the sectional list is loaded into a transmission list window, all spots not marked as exceptions are ignored by Air Client. When a sectional list is compiled, the timecode from the original compile list will be transferred on a new tape with the marked exceptions.

Thread Into VTR

Use this option to specify the VTR in a cart machine to thread the source tape into.
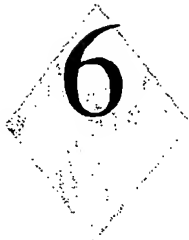
6 Resources

The database, device storage and device status windows provide a resource to create playlists and diagnose event or device errors.

Database Window

The database window lists records in the database which are contained in three files: AS.BTR, ASNOTES.BTR and ASINFO.BTR. The default location of these files is in the directory where the Air Client application resides. If database files are kept in another location, you can configure Air Client to access these files in another directory.

NOTE   In most broadcast facilities, a single database is stored on a file server which is accessible by all clients.

To configure which directory database files are accessed, click Environment... on the Properties menu, then click the System Directories tab. Enter the directory path in the Database: field. Then, click Database on the File menu.

To display the database window, click Database on the File menu.

Event Fields are
displayed in columns.

Multisegment IDs
are displayed in a ➤
separate window.

Figure 6-1   Database window

Following is a description of each field for records in the database:

- ◆ **Seg/Spot.** Material type of a record.
- ◆ **Title.** Title of the spot.
- ◆ **ID.** ID of the material.
- ◆ **Dur.** Duration of the material.
- ◆ **Made On.** Date the media was created.
- ◆ **# Plays.** Number of times material has played.
- ◆ **SOM.** Start of material; time location where a record is stored on the media.
- ◆ **Played.** Last date material was played.
- ◆ **Box ID.** Box ID of the media.
- ◆ **Label Type.** Displays the barcode label format.

Database search and configuration options are found in the right-click menu of the database window.

Find a Record in the database using its ID.

Configure order and display of columns.

View all segments in a multisegment ID in a separate window.

Change Font Attributes for database records.

Figure 6-2   Database window right-click menu

NOTE   For information on column and style attribute configuration options, refer to "Window Configuration Options" on page 6-11.

Searching for Records

To search for records in the database, click Find ID on the database window's right-click menu.
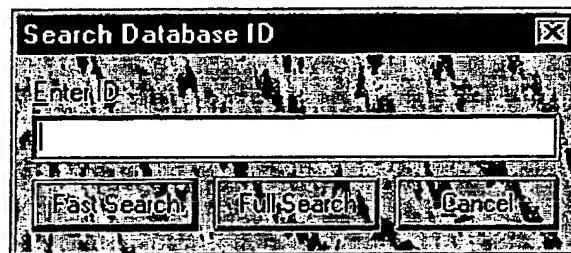
Fast Search displays
records which match
the text entered in the
Enter ID field.

Full Search displays
all records in the
database.

Figure 6-3   **Search Database ID dialog box**

Use the Search Database ID dialog box to perform the following search functions:

◆ To display every record in the database, click the Full Search button.

◆ To search for a specific ID and display it in the database window, enter the ID in the Enter ID field and click the Fast Search button.

◆ To perform a wildcard search, specify the text you want the ID to contain and click the Full Search button.

Records are listed in alpha-numerical order by the ID field. The Seg/Spot field displays the event type of a record, such as, library box, A or B spot, multisegment or single spot. The remaining fields, such as the title, ID and duration provide added details to ensure the desired information is inserted into a playlist.

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

Multisegment ID

Multisegment IDs can be viewed in a separate window. To view segments in á multisegment ID, click it, then click Expand... on the database window's right-click menu.

Event Fields are
displayed in columns.

Select a Segment to
insert into a playlist. ▶

Figure 6-4   Database Search by ID window

The Database Search by ID window allows you to move individual segments to a playlist. For more information on moving database records to a playlist, refer to "Moving Spots and Records to Playlists" on page 6-11.

Device Status Window

The device status window allows you to check the connection status of devices assigned to a specific device server and provides other device information to help you identify the source of event errors.

To open the device status window, click Device Status on the Resources menu.

Device Status Fields
are displayed in
columns.

Device with an
unthreaded status.

Figure 6-5   Device Status window

Following is a description of each field column in a device status window:

◆ Port. Specifies which port a device is connected to. The status of a disk port is displayed on one line for each head. When playing, one line displays the status of the on-air event and the other displays the status of the next spot to air.

◆ Device. Displays the device name and type. To open a VTR device's control panel, double-click the VTR in the device status window. The control panel only opens if the VTR contains a tape and is properly connected and configured. For more information on the VTR device control panel, refer to "Software Control Panel" on page 4-4.

♦ **Status.** Displays the status of a device, which include:

No dev	No device is connected to the specified port.
No comm	Air Client is unable to communicate with the specified device.
Unthreaded	The device is not threaded.
Cued	The device is cued.
Play	The device is playing a spot.
Standby	The device is in standby.
Online	The device is online.
Offline	The device is offline.

♦ **Owner.** Specifies which playlist or cache a device is assigned to. If the owner field is blank and you want to use the device, it must be configured in the device server.

♦ **Pos.** Displays the playlist position number of an event the device is playing.

♦ **ID.** Displays the ID of an event the device is playing.

♦ **Duration.** Specifies the duration of the cued or playing event associated with the device.

♦ **Information.** Displays the input and output ports of a switcher, if applicable. If a switcher is connected to a device server, the information field displays the device status (online or offline), including general information.

The status bar displays the time of a device server. Time source originating from a PC is represented by the letter P. The letter T represents time from a timecode generator and the letter V for reference video.

NDF and DF represent drop frame status for a broadcast facility. When drop frame is off, NDF displays in the status bar, for example.

The color of a device also signifies its status. By default, when a device is black, its status is normal and its events may be added to a playlist. Devices that are green are in use by a playlist in a transmission window. If a device is not connected or responding, the spot displays in red in the device status window.

To change the default status colors, perform the following tasks:

1. On the Properties menu, click Environment and then click the Status Colors tab on the Environment Options dialog box.

Define default device status window colors. ➤
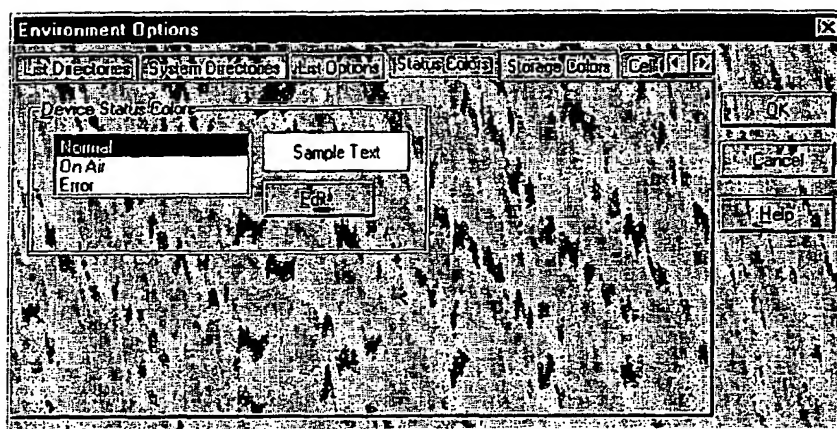
Figure 6-6   Status Colors tab

2. Click a status from the Status Colors field and click the Edit... button to specify a custom color.

Device Storage Window

The device storage window lists the media in a device connected to a specified server. When an event cannot be found, you can use the device storage window to verify that its information matches the spot ID on the device.

Also, when creating or editing playlists, you can lookup spots on a device's media. You can search for a spot's ID or title and then drag it to a playlist window. Use the database, which is accessible on the right-click menu of the device storage window, to access a spot's record information.

To open a device storage window, click Device Storage on the Resources menu and click a device from the Choose Device dialog box.

Figure 6-7   Device storage window

Following is a description of each field column in a device storage window:

◆ Num. The number of the spot in the window.

◆ Spot ID. The ID of the media located in the device.

◆ Title. The title of the media located in the device.

- ◆ **Duration.** The spot's duration.
- ◆ **Spot #.** Displays the spot number of the media which is assigned by the device.
- ◆ **Play Date.** The date the media was last played.
- ◆ **Status.** The media's status: normal (available for use), In Use (playing), Title Mismatch (for Sony cart machines only) and Protect.

The status bar displays the time of a device server. Time source originating from a PC is represented by the letter P. The letter T represents time from a timecode generator and the letter V from a reference video.

NDF and DF represent drop frame status for a broadcast facility. When drop frame is off, NDF displays in the status bar, for example.

The second tray in the status bar displays the number of spots on the device. The third tray displays the number of minutes used on a disk and the remaining available minutes. The last tray displays the device's status.

The color of a spot also signifies its status. When a spot is black, its status is normal and may be added to a playlist. Spots that are green are in use by a playlist in a transmission window. On Sony cart machines, if a spot's title does not match its record in the database, the spot displays in red in the device storage window.

To change the default status colors, perform the following tasks:

1. On the Properties menu, click Environment and then click the Storage Options tab.

Define default device
storage window ➤
colors.

Enable the display of
free disk space in the ➤
device storage
window.
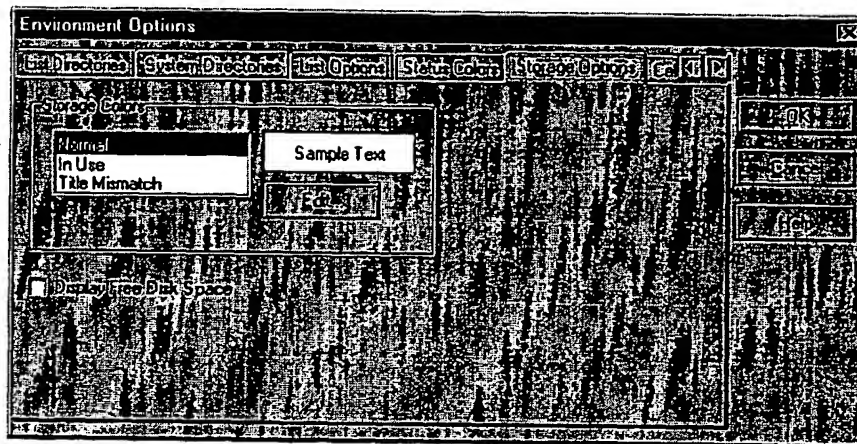
Figure 6-8   Storage Options tab

2. Click a status from the Storage Options field and click the Edit... button to specify a custom color.

To display the amount of unused disk space on a device in the device storage window, click the Display Free Disk Space button.

Protecting and Removing Spots

Spots in a device storage window can be delete-protected in the device storage window to ensure they are not removed from the media. You can also remove spots so they are no longer available for air.

To remove, protect and unprotect spots, use the right-click menu of the device storage window.

◆ To remove an event from the device storage window, click the event, then click Remove on the right-click menu or press Delete.

◆ To protect an event from deletion, click the event, or a range of events, and click Protect on the right-click menu. Protected events display a P in the Status column.

Resources

◆ To remove delete-protection of an event, click the event, or a range of events, and click Unprotect on the right-click menu.

Searching for Events

In the device storage window, you can search for events within the device by clicking Find ID or Find Title on the right-click menu.

Moving Spots and Records to Playlists

You can move a record, or multiple records, from the database or a device storage window to a playlist using drag-and-drop or Cut and Paste on the Edit menu.

Moving a Record Move a record by dragging it from the database window and dropping it in a playlist.

You can also click a record, then click Cut on the Edit menu. Click the event in a playlist after which you want to insert the cut record, then click Paste on the Edit menu.

NOTE Dragging-and-dropping a multisegment record to a playlist opens a multisegment window, as described in "Moving Events to a Playlist" on page 3-26.

Multiple Records To move a range of multiple records, hold Shift and click the first record in the range, then click-hold the last record in the range. Drag the selection to a playlist and release the mouse button to drop it.

Instead of dragging a selection range to a playlist, you can click Cut on the Edit menu, click the event after which you want to insert the range and click Paste on the Edit menu.

Window Configuration Options

The style attributes and column order and display are configured with the right-click menu of any resource window. For information about font style attributes and column order and display, refer to "Style Attributes" on page 3-32 and "Field Column Display and Order" on page 3-34.

Window Configuration Options

Resources

Index

Index

Index

Index

Valid IDs dialog box 3-8
Valid IDs menu item 3-8
Verify Event Against DB menu item 3-9
Verify List Against DB menu item 3-9
Video Window 4-11
Video Window menu item 4-11
View List... menu item 4-1
viewing playlists in a transmission list window 4-3

W
Warn On Edit of Playing Event option 3-10
window

compile list 5-1
Database 6-1
Database Search by ID 6-4
Device Status 6-5
Device storage 6-8
Error Log 2-9
list validation 3-11
Missing Media 4-21
playlist 3-1
transmission list 4-1

X
X event type field value 3-6

Index